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Cash for revealing photos! Turn now to see how self-abasement can earn you wads of dosh. Starting with HRH Lady Di in a leotard and going down...

NEWS 8
It's the dreaded month before the CES show, when companies are tighter-lipped than Gillian Taylforth on the A1 and the dogged *Chief Stuff* Reporter finds it hard to get scoops without selling his granny. Bye then, elderly relatives.

COMPO 24
Two heads are better than one — especially if you're ambidextrous. So we have incredible *Saturn*/32X double header compos which are p**s easy! Huzzah!

PAUL'S TIPS 40
Paul recently told us that Tips has expanded by 31.5% and tips efficiency has risen by a quotient of five. Apparently people are 25% happier with the tips they use, and not cheesed off with the odd one that doesn't work.

MEGAMART 90
Isn't the word 'mega' just so dated? It makes me think of 'Power' and 'Meal Deal' and poster issues. But ads are so unimaginative it's all they can come up with for a title. Lumme.

YOB 92
Paul B recently went to Yob for a job description which came back: long and tapered, slightly flaky and pebble-dashed with sweetcorn. Paul was disgusted — he only ever gets rabbit droppings.

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Why are pillar boxes red? Why do Baywatch lifesavers carry a red plastic jobby with them? Two questions Steve will not be answering this month.

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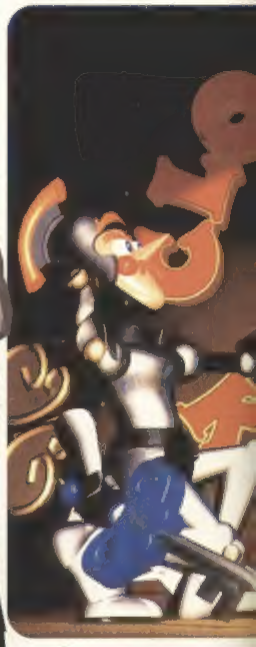
You've been thinking about me, haven't you? You want my juicy apples tickling your tongue. Come on say it....Apples...Apples...Big Juicy Apples! Dag Nammit!

NEXT MONTH 98
Not last month but the month before, three little witches came to my door: One had a Saturn, one had a drum, and one had a 32X — rammed up its or...

Virtua Fighter

More original and better than any Corn Flake, Virtua Fighter on the sizzling Saturn is the new dawn that MEAN MACHINES has been gasping for all year. Rite and believe our incredibubbly comprehensive six-page review specials!



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A game based on Yogi Bear. Oh yes.

EXCLUSIVE

MEGADRIVE

JELLY BOY 56
At the tail end of the year, platform game No. 784 arrives. But boy! We love it, and Jelly Boy is probably the coolest pink widget ever found outside a pair of 501s.

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We snapped up this Treasure import – the first ever four-player beat 'em up. Promiscuous orgies of ultraviolence ahoy, droogs.

EXCLUSIVE

DAFFY DUCK 76

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Joor-aassic Park! Joor-assic Park! La da doo da doo da doo! Did you want the velociraptor to get the meddling kids? If so, this disc-friendly platformer's for you.

EXCLUSIVE

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BC RACER 72
One engine, many vehicles. Care do their bit for the environment by recycling the eye-catching 3D of Battlecorps and Thunderhawk for BC Racer.

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The bat man and the batty boy. (a situation that has never been satisfactorily resolved). When Tim Burton's Batman got into moulded rubber, Rob took a raincheck, but now they're back in swishy satin capes for Sega's romp. He's back! Back! Back!

EXCLUSIVE

STRIKER 30
We've always got a NOSE for a good footy game, here at EMAP Athletic, so we SNIFFED out this developing version of the topical sport. Don't SNORT and compare it unfavourably to FIFA. Keep your POWDER dry and read this WIP, Merson. Er, Marlon. Sorry.

EXCLUSIVE

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CORPSE KILLER 34
"Eurw myyy Gwuwsul", shrieks Bridget Nielsen in this B-movie zombie shoot 'em up, making Barbie look like an Oxford Don and Michelle Collins like Dame Maggie Smith.

EXCLUSIVE

POWER RANGERS 36
You just can't get the toys anywhere this Christmas. Too bloody right, we torpedoed the freighter before it brought a tidal wave of crap to good old blighty. Get a life and get an Action Man with eagle eyes.

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Tom Cat Alley in a helicopter. Honest.

EXCLUSIVE

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SATURN

GALE RACER 52
So named because it's more exciting than a quick blow, and better-looking than the calf owner in Coronation St. We present — Alma Baldwin Racer!

EXCLUSIVE

TAMA 64
'Adventuloss ball con giddy labyrinth', as excited Saturn owners in Japan would probably say. We actually found this marble puzzle quite sedate.

EXCLUSIVE

CLOCKWORK KNIGHT 84
We've got it first! We've got it first! Clockwork Knight. On Saturn. Reviewed in here. Sorry. About. That. We're. Out. Of. Breath. Because. We're. Excited.

EXCLUSIVE

GAME GEAR

WWF RAW 80
Better than the Megadrive game shocker...

EXCLUSIVE

WHODUNNIT

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SPECIAL NO THANKS: The JFK without the flip-top head...

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ANSWERS
19. What, and you're eating onions?
20. How high was the wall Humpty fell from?

EDITO

By the time you're reading this, Christmas is nowt but a memory of over-eating and crap films on the telly, whilst you gear up for the onslaught that is New Year. It has to be said that 1994 has been a bit of a duff year for software, and if it wasn't for the likes of Bomberman, MKII and Earthworm Jim there were times when I wondered if we were going to get any decent games. Thankfully it only seems to be a lull as the quality of the forthcoming stuff is looking fantastic. 1994 is certainly going to be the year of the Saturn, with some corking stuff on its way from Japan and UK developers busy working on titles. However, one of the biggest questions of 1995 is that of the 32X. With the Saturn imminent for a UK release (and we reckon Sega will bring its release date forward), what will happen to the little plug-thru? I don't know, but it'll be fun to watch. Anyway, 1995 is also the year of the MEAN MACHINE, so join us for the ride, and happy New Year from all the team.

WIN! CAS

Yep, thought that'd get your attention. Feeling a bit skint at the moment? Can't afford to hang around town with your mates and throw chips at each other? That's where we come in. Basically, we realise that you'll do anything for cash so we thought we'd put it to the test. Listed below are a number of photo opportunities, with the more daring offering decent cash rewards. The better the photo, the more dosh you get. Simple. Right here's what we want you to do and how much you'll get:

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BAD HAIRCUTS — £10
PAUL BUFTON AT SCHOOL — £10

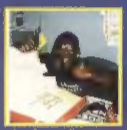
RIAL H GALORE!

Well, it's that post-Christmas period where you take stock of the copious quantities of bath salts and other personal hygiene products bought for you by unimaginative relatives. So, in a tenuous sort of way, we thought we'd find out what soap characters the MEAN MACHINES wags would like to be...

STEVE

"Do what? Gor!" exclaimed Steve when quizzed on his light entertainment preferences. "Well, I reckon I'd have been able to put my wily barrow-boy charm to good use daaahn Albion Market, when it was still open. I noticed they never had a whelk stall daaahn there, so I could 'ave run that. Mind you, my camelhair coat might 'ave looked a bit out of place in Liverpool, 'cos they all wear rags and that up North, don't they? If not, I'll be Trevor Jordache off Brookie, because I like being in the garden."

OZ



Oz refused to join in at first, pleading that he doesn't watch many soaps. It was only when his secret fantasy was revealed that we realised why he'd tried to cover things up. "I want to be Willy the dog from Eastenders," admitted our fiesty Art Ed "I've always had a thing about older women you see, an account of their greater experience and maturity, and just the thought of snuggling up to Ethel is enough to bring me out in goosebumps." Yeah, and the rest of us, mate. Shudder.

GUS

Surly Northener Tracey Barlow gets the thumbs up less surly but more Northern Dep Ed. "That way I could just go upstairs and listen to my tapes instead of having to get involved in all the petty crises of Coronation Street life. And all I'd ever have to say would be "I 'ate you, you stupid cow' all the time." Having said this, Gus popped to the toilet, only to return fifteen years later looking completely different.

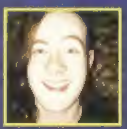
CLAIRE

Claire's ambition to emulate Bet Lynch was never any secret. "It's her tough but approachable exterior, coupled with her more vulnerable side, which drews my admiration. She's a typical Lancastrian matriarchal icon with a heart of gold." Sadly, all Claire's managed so far is an extensive collection of leopardskin print leggings, lurid stretch-fibre peasant blouses and gold earrings shaped like rolls of toilet tissue.

PAUL

"I'd quite like to be Simon the nutter from Brookside," opines our youthful writer of stoves. "That way I could save the entire MEAN MACHINES SEGA crew from eternal damnation by making them circulate leaflets on the evils of videogaming, boarding them up in a grotty council house and then incinerating them all in a holy bastion of fire." Paul has promised to go to the doctors more.

RAD



"What was that? Soap?" said Rad nervously when we posed this month's question to him. Breathing a sigh of relief upon our clarification of the query the boy was rather more forthcoming. "When I grow up, I want to be just like Steve, so it'd have to be Frank Butcher – ex- of Eastenders – for me. I'd get to wander round in a camelhair coat with half a Dunhill hanging out of my mush calling everyone 'slaaags' and then trying to flog them dodgy "motahs". It's be great, gor love a duck."

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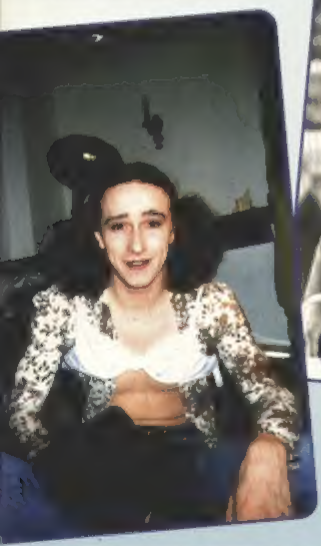
SMURF T-SHIRT
MATCHING VEST AND PANTS
SOCKS WITH GARTERS



Damn, if Rad's childhood pic of Stuart Hall showed the jocular northerner swigging a can of bitter he'd have won a fortune.

Yes, you too can look a complete pri... er, prat. And win oodles of cash for your troubles.

The cash will be given for any we print, so get snapping. Multiple entries will be accepted, and if you have any combinations of the above, you will recieve a lump sum of the two values combined. Mark your pics: I'M DAVID BAILEY, GISSUS THE CASH, MEAN MACHINES SEGA, 30-32 Farringdon Lane, London, EC1R 3AU.

NEWS

SPECIAL REPORT

STREET FIGHTER

THE TIME: 10:00 AM, DECEMBER 6TH

THE PLACE: COLUMBIA TRISTAR'S SCREENING ROOM

THE EVENT: THE UNVEILING OF THE STREET FIGHTER FILM

Yep, the MEAN MACHINES SEGA team were the first people to witness Jean-Claude Van-Damme as he stepped into the combat boots of one Commander William Guile. Assisted by all your Street Fighter faves — and, yes, including a green Blanka — Street Fighter: The Ultimate Battle follows the adventures of Guile as he tries to gain entry to the evil M. Bison's Shadaloo base. Up to his old tricks, Bison has kidnapped a load of UN aides and is holding them hostage to the tune of twenty billion dollars. As a last-ditch attempt to thwart his plans for domination, Guile (along with Cammy and T. Hawk) is sent to infiltrate his base and finish him for good. As he does so we are then introduced to investigative reporter Chun-Li Zang, her cameraman Balrog, and sound recordist E. Honda — all of which are tracking Bison's movements with a hidden agenda. Similarly, Guile also recruits two dodgy opportunists, Ken and Ryu, after they fall foul of Bison's weapon supplier, Sagat, and his close colleague, Vega. Don't ask us how, but along the way the film makers have managed to recreate every one of the Super Street Fighter characters. In addition to the above, we are shown how Blanka became all green (snigger, chortle), introduced to one Professor Dhalsim (who isn't the slightest bit rubbery, but does go bald for some reason), and meet Bison's new cronies Dee-Jay and Zangief. In fact, the only character we don't remember seeing is Fei-Long, unless he was one of the army blokes who wasn't introduced.

Fans of the game will no doubt be on the alert for all the expected special moves the game characters can pull off and, to an extent you won't be disappointed. Guile does a couple of somersault kicks, Ryu has a fireball (sort of), whilst Ken shows off his Dragon Punch and Honda hits Zangief with a hundred-hand slap — sadly, though Blanka doesn't electrocute anyone and Van-Damme never manages a sonic boom. However, the final fight between Bison and Guile features most of the evil General's moves, whilst the rest of the characters also manage to fit into their in-game clothes somewhere along the line.

Basically, if you are a big fan of Street Fighter the game, this is well worth a look. Although it gets a bit crowded with so many characters, it draws quite heavily from the game both in terms of fighting and graphical touches and will have ardent fans on the constant look-out for little touches here and there.

Compared to other martial arts films it's a little bit corny at times and Van-Damme never quite gets it right as Guile. Still, fans of the game will no doubt pee their pants over it, and that's reason enough to see it.

: THE MOVIE —WE'VE SEEN IT!

▲ Go see my film or Merrett gets it between the eyes...

THE VERDICT:

STIVE
All credit to Capcom for getting loads of in-game visuals in there, but I would have liked a few more special moves to have been on show. Not the best action film I've seen, and laughably bad (especially Blanka) and corny in places, but a fair enough way to pass 90 minutes. 6/10

OZ
Entertaining and with an action-packed ending, but I was disappointed that very few special moves were used. Kylie as Cammy looked really good, and Chun-Li had some excellent kicks. However, not all the characters fought, and Dee-Jay was made out to be a coward. 6/10

GUS
Kylie raised a few sniggers from me for her crap acting, as did M.Bison's cape-flapping antics. But there wasn't enough made of the game characters' special moves and it all looked a bit cheap. 5/10

CLAIRE
The film reminded me of an episode of The A-Team and the sets looked as cheap as the ones in Space 1999. And Kylie just looked like... well, Kylie. Apart from that, it was brilliant. 6/10

PAUL
From the peals of hysterical laughter erupting from the audience, anybody standing outside of the cinema would have thought this was the funniest film in creation. One hundred percent pure pap, but unbelievably funny pap with some top actors. "Charlie, it's me: William — William Guile!". 3/10

RAD
To put it quite simply, this is the best film I have ever seen in my life. Or it might be the worst – it's hard to tell. Worth going to see just for Blanka who looks like a green Max Wall with red hair. 10/10

CASTLEVANIA HITS SATURN

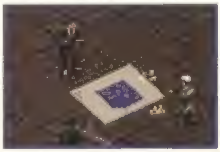
- NEW GAME
- BY KONAMI
- SATURN

Castlevania fans rejoice, for Johnny Morris and his ol' mucker, Eric Lecarde, are about to make the leap to the Saturn. Konami's Japanese coders are currently working on an as-yet unnamed Castlevania instalment which, we are told, makes the most of the Saturn's technology to create what could be the ultimate platformer. The basic 'walk and stab' action is believed to remain intact, but the many bosses and foes our heroes encounter will be larger and more intricate. In other words, very little is known and we've told you what little we know. And when we know more, so will you. Oh yes.

STRIKE THREE!

- NEW GAME
- BY EA
- MEGA-CD

Whilst video buyers have had Director's cuts of The Abyss, Aliens and countless other films, the first ever extended version of a game is set to hit the Mega-CD. Actually, that's a bit of a porky, as EA's forthcoming Super Strike CD mixes bits of THREE games, namely Desert Strike, Jungle Strike and Urban Strike. Using levels and ideas dropped during the trilogy's development, Super Strike is an entirely new game, and the rest of the CD contains the existing three games as a bit of a bonus. Cool. A rerrow is, as they say in Germany, cummink zoon.



DROP THE DEAD MONKEY

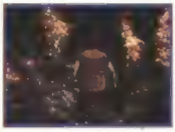
- NEW GAME
- BY SEGA
- SATURN

Hot off the news network (ie a quick troll through the Jap mags) is information on an all-new Shining Force title for the Saturn. The game keeps the Shining Force style of gameplay, but makes the leap to the next generation in terms of size, graphics, and sound. Having already seen the superb sequel to the Megadrive version, fans of the series can expect something rather special from 'our chums' at Sega R&D in Japan.

SATURN ADVENTURE

- NEW GAME
- BY SEGA
- SATURN

The first RPG on Sega's new machine will emerge in the form of Virtual Hydelide. Bearing the 'Hydelide' monicker of a previous (and dire!) Megadrive RPG, the revolutionary feature of Saturn Hydelide will be the 3D virtual perspective, creating a realistic real-time environment. Sprite scaling is used, and contrasting with the usual run-of-the-mill dungeons, Hydelide takes you to a vast wilderness, with some breathtaking locations. Sadly, the game features Japanese text heavily (it is an RPG!) so buying it on import will be rather a gamble.



MINI STARGATE

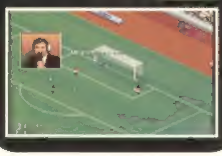
- NEW GAME
- BY ACCLAIM
- GAME GEAR

Acclaim are currently bringing Stargate over to the Game Gear — but don't expect a conversion of the action game we previewed last issue. Instead, Game Gear Stargate takes the form of a Tetris-style puzzler with the player dropping tiles marked with hieroglyphics into a circular play area. The basic idea is to match three of a kind, thus removing the line — but all the time you're doing this, a computer-controlled opponent is doing the same, and adding extra blocks to your line! Probe are the lads behind the game, and it should be out in February.

YOOOOONITED!

- NEW GAME
- BY OCEAN
- MECADRIVE

Revealed here are the first pics of Ocean's forthcoming Manchester United game. Boasting pixelated versions of Cantona, Hughes and Giggs, the game offers two viewpoints which can be switched between at any time — one of which is FIFA-esque, whilst the other resembles Sensi. A full preview should appear soon — before Paul Ince gets sent off again, in fact. We hope.



DUNKIN' DONUTS

- NEW GAME
- BY DIGITAL PICTURES
- MEGA CD

CD video titles by Digital Pictures move into the uncharted territory of sports simulations with Slam City with Scottie Prippen. It's a one-on-one basketball jam session with NBA All-Star Prippen, played entirely with FMV images from a player's eye perspective. The game also affects an 'attitude', with a supposedly 'street' feel, consisting of sarky spectators and graffiti on the walls (but in reality as 'street' as a Kim Wilde video). Prippen, perhaps unwisely, sings the theme tune produced by Jellybean Benitez, and the whole enterprise is in the capable hands of Ron Stein, who directed Prize Fighter, DP's similar boxing game of last year.

RIST ACTION

- NEW GAME
- BY SEGA
- GAME GEAR

Sega's latest superstar is at this very moment being converted for the Game Gear. The platform hunting adventures of the succulent young Ristar promise to be translated as closely to the original as possible, although it is expected some minor tucks here and there will be necessary. A review is pencilled in for the next issue.

COMBAT VANS

- NEW GAME
- BY SEGA
- SATURN

Nothing to do with ice-cream wars, Jap title Van Battle is in fact the latest beat 'em up to be announced on the Saturn. In a Mortal Kombat II digitised character style, seven fighters confront one another to claim the title of the Best Fighter in the Universe. Due in February you'll be sure to see a more in-depth report just as soon as we get our hands on a copy.

CONSTRUCTION TIME AGAIN

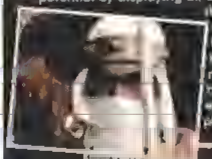
- NEW GAME
- BY MIRRORSOFT
- SATURN

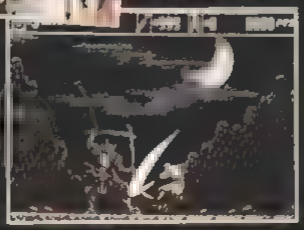
Games related specifically to children are rare on the Megadrive, and never [illegible] 3D, so-called picture's Kids on Site has certainly value. Part game, part educational tool, it takes the player to a construction site and puts the typical [illegible] such pieces of their disposal. Simple commands allow you to operate diggers, cranes, rollers and demolition machines, under the wacky tutelage of Dizzy and Nuts, two dopey workers. Merit badges are awarded for skilled operation. It's simple, colourful and uses high quality video footage throughout.

SWORD SLA-SHIN!

- [illegible]
- [illegible]
- SATURN

Sega's very own golden ninja boy, Shinobi X for the Saturn, is limbering up for a January release in Japan. The latest episode in the Shinobi heritage displays the Saturn's graphical potential by displaying all of the characters and backdrops in glorious digital imagery. Not to worry though, as you can see from the pics, the Shinobi action remains the same slash happy mayhem. One downer though, it's only a one-player game. Boo!





YOU DON'T SAY...

Ve vere expecting you. You are wanting gossaep, yes? Valk zis vay...

EA's sport domination continues as they prepare to unleash a boxing game on the unsuspecting public. Details on game content [illegible] are rarer than [illegible] of Neighbours [illegible] keep you posted. What next, though, we wonder: Lacrosse?

After that plus point, a little bit of negativity as Domark have apparently scrapped their Game Gear equivalent of Roger [illegible] — yep, Wizard Pinball is no more as Domark have consigned it to the great game scrapyard in the sky. A pity as it was looking quite nice. Over at Sega, it seems Sonic's parent have snapped up JVC's Samurai Shewdown for the Mega-CD and Megadrive for release early April. Rumour also has it that a 32X version could be on the cards — one if it's half as good as the 3DO version that will be well worth a lookee. Just a quickie, Ocean may be releasing Soccer Kid for the Megadrive, but we're not sure when.

Despite all the gossip and speculation regarding Midway's embryonic Mortal Kombat III, the most important thing is will it ever make it to the Sega formats? Nintendo apparently had a deal with Midway where [illegible] get first dibs on all [illegible] ops for the Ultra 64 system, leaving Sega out in the cold. However, a little sparrow tells me that this won't actually have a lot of effect, and Sega versions will be hot on the heels of the coin-op.

Konami's proposed conversion of their classic Super NES kick-about, International Superstar Soccer, doesn't look likely to make it to the 32X now, despite an earlier announcement. However, fear not as the game is instead destined for the Saturn and is apparently set to outplay Sega's own impressive-looking Victory Goal. Similarly, Ultimate Parodius a much-improved version on the Super NES original and already demoing on the Playstation is also set to be converted. Sooner the better we reckon.

'Til next month,

Pip pip.

GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden

These prized trophies are honoured by the industry more than any

the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

vote now and you could win £500 worth of software!

BEST CONSOLE SIMULATION
Vote for your favourite flight simulation, driving sim, sports game – the choice is yours.

BEST CONSOLE SIMULATION

BEST LICENSED CONSOLE GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?

BEST LICENSED CONSOLE GAME

BEST ORIGINAL CONSOLE GAME
What was your favourite game of the year which DIDN'T rely on an official license?

BEST ORIGINAL CONSOLE GAME

CONSOLE GAME OF THE YEAR
Think back – back! What was your absolute favourite game this year?

CONSOLE GAME OF THE YEAR

HAND-HELD GAME OF THE YEAR
Hand helds are quickly becoming a major force in the videogames market. Which game do you think was the best in 1994?

HAND-HELD GAME OF THE YEAR

SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?

SOFTWARE HOUSE OF THE YEAR

BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad, on TV, radio or in the games magazines.

BEST AD OF THE YEAR

BEST ORIGINAL CONSOLE ACTION GAME
Action games are the staple diet of most console games players. This category allows you to vote for the most original quality game.

BEST ORIGINAL CONSOLE ACTION GAME

CONSOLE PROGRAMMER OF THE YEAR
Programmers always used to be the unsung heroes of the console industry. This award is for you to choose who think the best programmers of 1994 are.

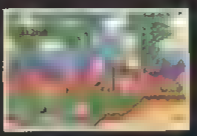
CONSOLE PROGRAMMER OF THE YEAR

PRIZE DRAW FORM

Name
Address
Telephone Number
Machine Owned

NUTZ 2 YOU

- [redacted]
- [redacted]
- [redacted]

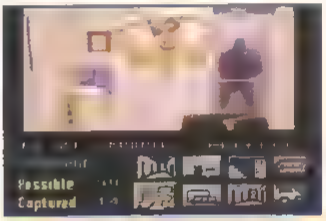


Ocean have gone into Sega overload, and set to hit the Megadrive in the next few months is a sequel to Mr Nutz. Set on a planet populated by game-programming chickens, a coffee drought has sent the fowl populace mad and they have invaded space to find their much-needed caffeine (look, I didn't bloody invent this). They eventually attack a planet called Peanut Place, but squirrel hero Mr Nutz is on holiday there and doesn't take kindly to their feathered intrusion. Spanning four continents and five bases, Nutz II takes the basic format of the first game and expands upon it by adding icons which allow Nutz to fly, turn into a ball of lightning and deep sea dive. Nutz' plan to liberate Peanut Place begins next month in our exclusive preview.

SHUT YER TRAP!

- UPDATED GAME
- BY DIGITAL PICTURES
- MEGA 32X

Digital Pictures made the surprise announcement of a re-release of Night Trap, to take advantage of the improved FMV quality offered by the Megadrive 32X. The game design and film footage remain the same, but the video window is larger, crisper and uses more colours. Out around March, it could well be the first 32X CD product. Night Trap is an amusing vampire catching game that has been Digital Pictures most successful to date.



MASKING TAPE

- NEW [redacted]
- BY THQ
- GAME[redacted]

JS toy giant THQ are gearing up for the first Sega releases, and handheld owners should be gratified that the Game Gear will be a prime area of concern for them. Top licenses due in the first quarter of 1995 include The Mask, adapted from the Jim Carrey movie, Seaquest DSV direct from Spielberg's rather fishy smelling deep sea soap opera and a handheld conversion of Jungle Strike to be followed by Urban Strike!

BOOK EARLY

- NEW BOOK
- BY US
- OUT NOW

Been given Mortal Kombat II for Chrimbo? Can't quite get the hang of Baraka's spark move, the Fatalities and all that stuff? Well, we've got the perfect solution as EMAP Images, the big company behind MEAN MACHINES SEGA has just released the most comprehensive guide to the Outworld you're ever likely to see. Oh yessiree. Mortal Kombat II: The Official Players Guide is fully endorsed by Midway (the chaps behind the MKI coin-op), and unveils every combo, enter and cheat in every version of the game — so get your Super NES and Game Boy-owning mates to get one too. It costs a mere £4.99 and is available from all good newsagents. And several crap ones. Ho ho.

HARRY ON IN THE JUNGLE (CD)

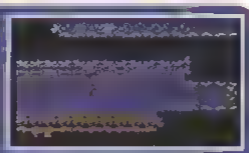
- NEW GAME
- BY ACTIVISION
- MEGA CD

Hot on the heels of the 89%-rated cartridge version, comes Activision's Mega CD update of Pitfall. Sporting a special recorded soundtrack, extra stages and footage from recent the TV ad as an intro, the CD looks and sounds a great deal better than the cart game. Sadly, we didn't have space to review it this issue, but if you're a Mega-CD owner make sure you get this it's coo-ell.

FUZZY DUCK

- NEW GAME
- BY SEGA
- MASTER SYSTEM

The Master [illegible] flak over [illegible] coming [illegible] relief the [illegible] console [illegible] Veteran [illegible] Megadrive [illegible]
Tooner into a platform leaping jopery set in [illegible] Western [illegible]
Just not for long, that's all...



▲ *Yes, Master System fans it's Daffy Duck for your little console. Enjoy it because in the New Year [illegible] are going to be rarer than Dodo poo.*

GOTHIC

- NEW GAME
- BY SEGA
- SATURN

At time of going to press, we were anxiously awaiting Sega's first Saturn shoot 'em up proper — Gotha. The 3D space-harrier type blaster with a bizarre bathtub like player craft is due out early in the new year.

▲ *This is the bit where Noel Edmonds appears with a "Gotha Oscar."*

VIDEO NASTY

- NEW [illegible]
- BY DIGITAL PICTURES
- MEGA [illegible]

Digital Pictures next collaboration with Acclaim is Supreme Warrior, the company's first Full Motion Video combat game. Shot in Hong Kong, the game has all the trappings of a Kung Fu movie, but viewed from a first person perspective and a degree of interactivity. The plot involves saving a quiet town from the cruel attentions of four arrogant warlords, who you must meet in unarmed combat. You block their attacks and time your own special moves. Directed by martial arts movie vet Guy Norris, and cast with medal-winning martial artists, Supreme Warrior looks set to be Digital Pictures most polished project yet.

SEND HER VICTORIOUS

- NEW MA[illegible]
- BY JVC

As planned, JVC have launched their own version of the Saturn, the V Saturn. It's fully compatible with Sega Saturn, and the standard will be used by other manufacturers, including Hitachi, who helped develop the machine's chipset. The Saturn has gone down a storm in Japan, with a million launch sales. Details of expandability have also emerged, with planned keyboards, floppy and hard drives and modems, used in conjunction with a special Microsoft developed operating system.

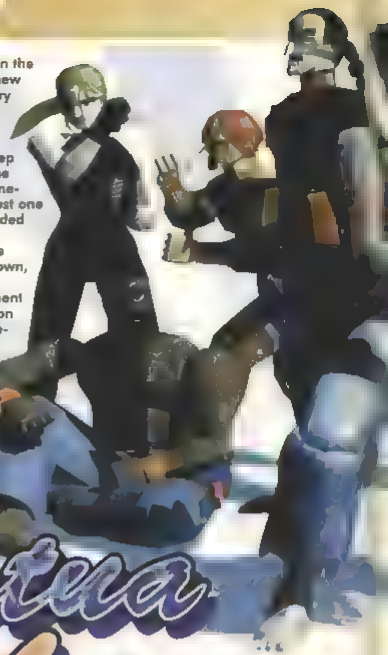
IT'S ONLY A VIDEO

WITH WAYNE'S WORLD 2 COMES THE CHANCE OF WINNING BACKSTAGE PASSES TO A MAJOR ROCK EVENT OR ONE OF A 1000 CD'S

OUT TO BUY FROM JANUARY 2nd

See video parental guidance information. Mail Order: Please send me copies of Wayne's World 2 at £10.99 each including P&P. I enclose a cheque/postal order for £ made payable to Video Collection International Ltd. Mail Order: The Mail Order Warehouse, Unit 5, Hanworth Trading Estate, Feltham, Middlesex TW13 6DH. Please allow 28 days for delivery. Offer subject to availability. Promoter: Video Collection House, 5-7 Hammersmith Grove, London W6 7ND. Do not send cheques to this address.
TM & Copyright © 1993 by Paramount Pictures. All rights reserved. Soundtrack album available on Compact Disc, cassette and record.

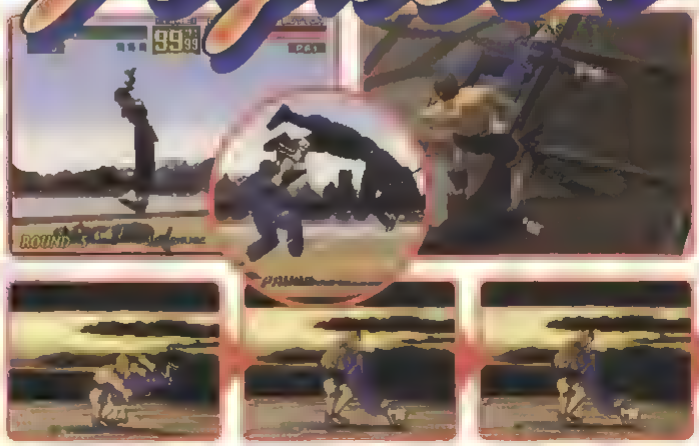
Virtua Fighter



A massive hardware battle is about to be fought. In the blue and white corner is our pal, Sega and his new Saturn. To be honest, he faces more than one hungry opponent eager for a slice of video games market action. But the biggest and meanest of them is a newcomer to video games hardware, a serious newcomer. Sony's Playstation machine is set to sweep into Japan on a wave of media hype, weeks after the Saturn launch, and was in danger of stealing the limelight from the sexy new Sega platform. David had just one shot to stop the Goliath in its tracks. Wisely they loaded up Virtua Fighter in the sling.

The story of Virtua Fighter is incredibly short. The coin-op machine is barely a year old. When first shown, it astounded games critics, and they were judging it from an arcade perspective. Although the development team, AM2, had used the 1992 Virtua Racing polygon engine, clever programming gave a more fluid, cinematic feel to the game. Although the fighters were constructed wholly out of polygons, they come together seamlessly and convincingly, each with their own individual character and style.

Nobody expected Virtua Fighter to be on home format within a year. But then, nobody expected Virtua Racing to pop up on the Megadrive. It has, and so too has Virtua Fighter, with the panoply of a home entertainment breakthrough. Sega announce the start of a 'new era' on their Saturn packaging. Virtua Fighter lays weight to that bold claim.



1-2 PLAYERS

GAME TYPE
BEAT 'EM UP

PRICE £50

BY SEGA

RELEASE IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 5
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

THE BEST BIT
DEFEAT KAGE

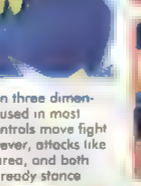
ORIGIN
Ported directly from the arcade by the original designers — AM2. A classic created out of the classic one-on-one beat 'em up mould.

GAME BREAKDOWN

GAME AIM
Crush your eight opponents in 30 second bouts of Virtual Reality ultra violence.

SHAPES THAT GO TOGETHER

The revolutionary aspect of Virtua Fighter is the technique used to construct the characters from thousands of geometric shapes or polygons. Unlike sprites or rendered images, polygons exist in three dimensions. Everything from Wolf's pecs to Sarah's swinging ponytail is polygon built, and moves with stunning realism. Slightly fewer shapes are used in the Saturn version, not that you would notice, but the game retains the impressive light-sourcing technique. This calculates the visual effect of a fixed light source, creating shadows and adding further realism. The most arresting use of this is on Sarah's 'disco floor' arena, where the fighter's features take on an eerie uplit glow.



FIGHTERS' HISTORY

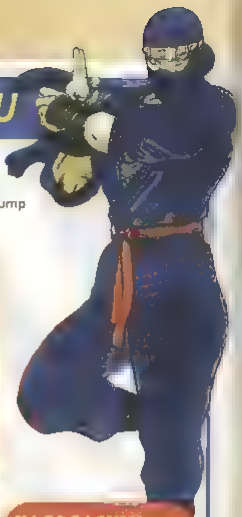
What you really want to see is the eightsome strutting their stuff. As each has a clutch of groovy specials, no one disappoints

JACKY BRYANT

Everyone starts off thinking Jacky is dead cool, but after a fashion he comes across as a bit mince. And he has a weedy voice and a 'Limahl' hairdo

KAGE MARU

The weirdo ninja and Power Ranger wannabe of the pack, who wears a mask and makes funny growling noises. He also tends to jump on to his head



WOLF HAWKFIELD

He daubs himself with Indian-style warpaint, but it still doesn't disguise the size of his nose and that silly ponytail

JEFFRY MacWILD

The outback wrestler with the way out personality. His penchant is for close physical contact, and back-breaking tosses

ACCESS ALL AREAS

Virtua Fighter comes on CD-ROM, the format intended for most Saturn games (although the machine has a cartridge slot). A previous flaw with CD is the considerable delay while the disc is accessed by the CPU. The Saturn avoids the worst excesses of this with a double-speed drive, and Virtua Fighter is notable for its extremely snappy access, and minimum interruption between rounds, making access not an issue

SARAH BRYANT

Jacky's sis has learned a few of his tricks, but if anything she's meaner (and frankly a bit tastier)

COMBO-RISING KNEE

PAI CHEN

She's pigtail cute, but don't be deceived Pai is lightning quick and has inherited the vicious streak of her father, Lau

TENCHI TOHA

SENPUJI ENSHIN

AKIRA YUUKI

Yuuki by name, but he s the one who gets Pai's and Sarah's polygon knickers all moist He's pretty laddish in action, too.

LAU CHEN

Pai's father, who bears an unfortunate resemblance to Terry Thomas or any other moustachioed baddie you might care to mention

COMMENT

STEVE

This is the most instinctive and playable beat 'em up I have played, and its realism is only matched by its addictive qualities. With combos to rival Street Fighter, VF adds to this with cheeky moves — you can juggle an opponent with a flurry of punches! Each character has a variety of fighting skills, and the short time-limit adds a real feeling of excitement to the proceedings. This is a stunning game with TV-style camera panning and light-sourced shading, and couples it with action which could have Street Fighter any day. The Saturn couldn't have got off to a better start, as VF proves that arcade perfect conversions are no longer a pipe dream. Brilliant.

HATS OFF!

'Clocking' the game by vanquishing the mysterious Dural, reveals a hidden progress mode and activates minor hidden features of the coin-op. These include the neat touches of Pai's hat being knocked off in a heavy flurry of blows and some interesting new moves.

GRAPHICS

96

Consoles have never before experienced the grace, fluidity and dynamism of the characters here. If Ivoka could kill this game would be Charles Manson.

SOUND

94

Digital sound of better clarity than your average FM station and bone-crunching FX.

▼Some of the tunes are a bit soppy.

PLAYABILITY

97

Yes! yes! yes! That's a playability orgasm if you didn't know. This stains this silky-white sheets of combat gameplay forever.

LASTABILITY

91

It's calibrated to be enjoyed by hobbyist beginners and heavy duty gamers alike. A classic.

▼Solo play just doesn't do the game full justice.

VFM

95

Even taking the Saturn into account, this is a £5000 arcade game in perfects for good's sake!

OVERALL

96

Really not crap at all. Utterly stylish, utterly playable, totally brilliant, totally total.

Every day in the Royal Navy redefines the word 'busy.' To start with there's the training. In the middle there's the training. And to end with, yes, there's the training. It's intensive, certainly. But we're not too proud to admit that half the point of joining the Navy is to be well qualified when you leave. However, the brain isn't the only part of your body you'll get the chance to develop. There's diving, sailing or canoeing. Even on-deck volleyball (no, you don't have to fight the sharks to retrieve the ball – it's on a chain). Compare what we're offering with the other jobs you'll be considering. At sea, you might be in the middle of nowhere, but at least you're going somewhere.

IF YOU AREN'T READY TO LEAVE SCHOOL BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE **0345 300123.**

Name (MR, MS)

Address

Postcode

Telephone

Date of birth

We are equal opportunities employers under the Race Relations Act and welcome enquiries from all ethnic groups.

Send the coupon to Navy Careers Service Department (SL)70805 Freepost 4335 Bristol BS1 3YX No stamp needed

SEE THE WORLD **DIFFERENTLY.**

ROYAL NAVY

WIN A SATURN!

COURTESY OF VIC TOKAI AND KICK OFF III!

H

takes Dino Dini's code one step further with the addition of a horizontally-scrolling pitch and larger sprites,

wonder machine, and here's how. Listed below are three

them on the back of an envelope. Then just pop it in an envelope and address it to:

NEVER MIND THE BALL LOCKS!

WIN 32XS AND PSYCHO PINBALL GOODIES!

MAIN PRIZE WINNERS

Psycho Nation album

Micro Machines 2 despatch bo

Psycho pinball top

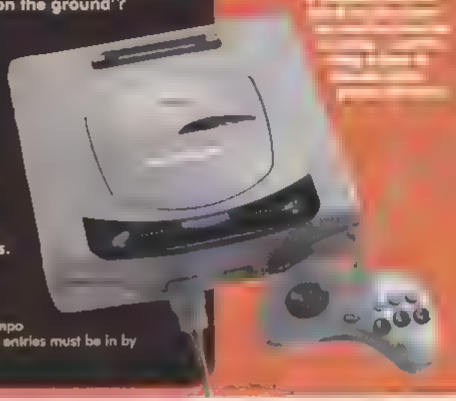
(two for each age category).

1. Name Blackburn's goal-scoring duo. Is it:
A. Best and Law.
B. Sutton and Shearer.
C. Sooty and Sweep.

2. Who is said to be 'fat and round and always on the ground'?
A. Gazza.
B. Julian Dicks.
C. Eric Cantona.

3. Who manages Newcastle?
A. Terry McDermott.
B. Phil Parkes.
C. Kevin Keegan.

All the usual compo rules apply, and entries must be in by February 27th.

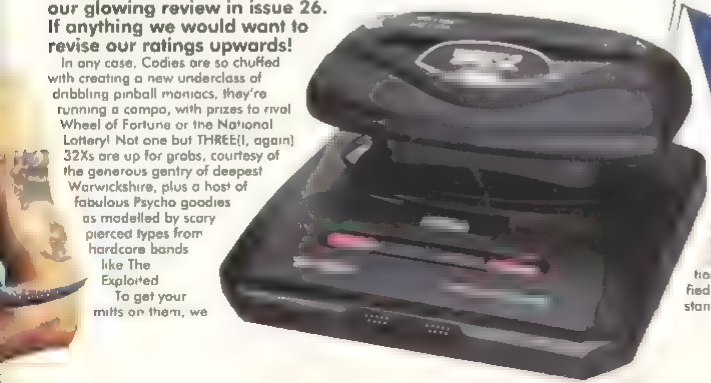


Never, in the humble opinion of this comps minion, was a game more aptly named than Psycho Pinball. Codemasters have done the devil's work in producing the most wicked way of misspending your youth, while never leaving your bean bag in front of the telly. There was no doubt in the crew's mind that this is the best pinball game you can get, which explains our glowing review in issue 26. If anything we would want to revise our ratings upwards!

In any case, Codies are so chuffed with creating a new underclass of dribbling pinball maniacs, they're running a compo, with prizes to rival Wheel of Fortune or the National Lottery! Not one but THREE(!, again) 32Xs are up for grabs, courtesy of the generous gentry of deepest Warwickshire, plus a host of fabulous Psycho goodies as modelled by scary pierced types from hardcore bands like The Exploited.

To get your mitts on them, we want you to design a special MEAN MACHINES themed Psycho pinball style table. What you put in is up to you, but it should scream MEAN MACHINES at us, sweetie, and it would be a smart (and possibly prize winning) strategy to use some familiar pinball features like droppers, bumpers, flippers, ramps and multipliers. Feel free to add explanations and captions to your diagram.

Stick your ideas on an A4 size sheet of card or paper and send it to us, to arrive not later than 1st February. State which of the age categories you fall into (no fibbing!), and send to



We'll print a selection in a future issue. Winners will be notified in due course, and the magazine's standard competition rules apply.

WORK IN PROGRESS

The Adv

BATMAN

The laughing stock of the super hero community from his baggy-tights-pants-on-the outside days, Batman is hitting back with style, panache, and help from his sidekick, the one and only Boy Wonder, Robin The past couple of years have been a bit on the average side when it comes to Brucey and Dickie on console. Somehow they never quite made it into the nineties with Tim Burton's vision of the Dark Avenger. But with the recent success coming from the all new animated series, it seems at last Batman and Robin have once more found their niche in popular crime fighting action – a niche that is due to be converted to Megadrive owners across the Baltics!

Over the past decade or so, standards in animation have dropped owing to a demand for quicker turnover and attempts to get away with less frames per second. That was until a quantum leap in terms of animation and style happened. Batman: The Animated Series took the Batman legend directly from the DC comics of 1940's and 50's. The combination of heavily stylised illustration and all of the classic Gotham criminals and their weekly episodic schemes to take over the world, has captured the attention of a cartoon weary public. In this light Sega have joined forces with a programming outfit calling itself Clockwork Tortoise, both of who hope to translate the success of the TV series to the Megadrive.

PROJECT
BATMAN AND ROBIN

PUBLISHER
SEGA

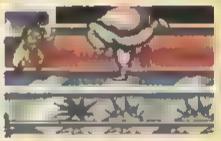
INITIATED
APRIL '94

RELEASE
MARCH '95

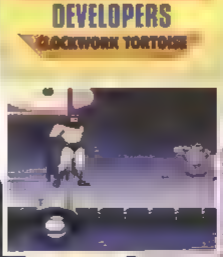
FORMAT
MEGADRIVE

DEVELOPERS
CLOCKWORK TORTOISE

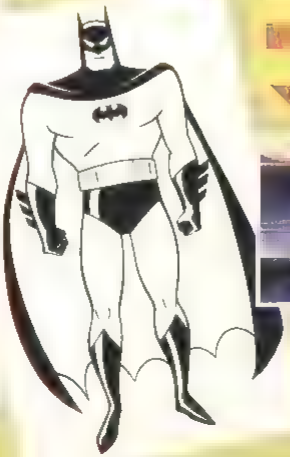
▲ Come back here chubby, and feel the full wrath of my bat balloons!



Santa stars in the dreaded ice level.



Batman farts and his tights swell.



entures Of

& ROBIN

PASS THE BAT SHARK REPELLENT, BOY WONDER

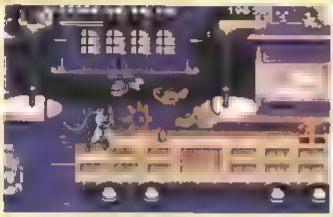
Richard [illegible] has been [illegible] Megami[illegible] not [illegible] as [illegible] [illegible] [illegible] 60[illegible] [illegible] [illegible] [

Batman pulls up to the premiere of 'Carry On Batting'.

Robin was always quick to impress with a quick jiving two step.

JUMPING NARRATIVE

Similar to [illegible] the plot centres on the evil Mr Freeze and his bid to [illegible] to five. A master [illegible] acal schemes. Freezy-babes has dev[illegible] the ultimate [illegible] with the weapon ne[illegible] heard that the Bat [illegible] and intend to [illegible] the dues pla[illegible] evening party from the me[illegible] nals to ass[illegible] and stall the [illegible] masked crime fighters head off the Joker at the pass? Can the boys in tights put an end to Mr Freeze's chilling global cooldown?



The lengths people will go to get Power Ranger toys.

BAT-A-GORICAL

A Bat for every generation? It seems [illegible] makes the Bruce Wayne [illegible] bunch, [illegible] the Caped Crusader [illegible] [illegible] network. [illegible] West and [illegible] plots, [illegible] 'thwacks' [illegible] and save[illegible] action [illegible] Bat with [illegible] ents' [illegible] Batman [illegible] the animated series. The freedom of the format [illegible] elaborate [illegible] rebirth [illegible] seen in [illegible] Keaton's Bat[illegible] whom is played by 'The Mask' himself, Jim Carey.

You'd jump at your own shadow were Batman's final words...

Behold the mighty Kinder Egg of Demorragah!

BC RACERS - It's pre-hysterical

[illegible] in a madcap, 3D, cartoon race against [illegible] Up to 2-players.

[illegible] AVAILABLE ON PC & FM TOWNS

SEGA

MEGA-CD

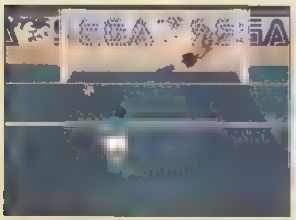
[illegible] Limited. All rights reserved.

STRIKER

Just when you thought you could put your knobbly boots away forever, ANOTHER football game pops up for the Megadrive. But Rage Software and Sega were keen to show Gus that Striker is 'something different'.

Okay, you've got FIFA, you've got Sensible. What more could you possibly want? Right, you've a fetish for Japanese text and four-taps, so you get J-League on import, but surely that's your lot? Well, Rage aim to persuade you otherwise with their 16MEG conversion of Striker ported from our friendly rival, the Super NES. Things have moved on a bit since the original Striker appeared, and indeed since Rage produced their first Megadrive approximation of it 'Ultimate Soccer'. Sadly, that title didn't quite live up to the title (if that makes sense). But Rage have put that squarely behind them emphasising that Striker is programmed from scratch, with an all-new engine and freshly researched teams.

Developed between Rage's familiar Scouse HQ and the secret development centre in Chiswick (whoops! sorry lads, cat's out the bag), Sega have been throwing their own ideas into the mix, particularly about the evolution of a multi-viewpoint game engine that lets you switch between three camera angles during the game. Rage are convinced that Striker has a ready-made niche from those who know of the Super NES game's high reputation and those put off by FIFA's over-complications and Sensible's shortcomings. Striker is being feted as a 'good crack' with simple controls and a good playing feel. Sega are confident of success with Mega-CD and 32X versions already off the drawing board.



PROJECT	STRIKER
PUBLISHER	SEGA
INITIATED	MARCH '94
RELEASE	FEBRUARY '95
FORMAT	MEGADRIVE
DEVELOPERS	RAGE

CHIP SHOP

Striker aims to keep the gameplay simple and 'arcade-like' but also allow for some sense of strategy. As such, controls are single button presses for chip shots, blasts and short passes, but the difference between a short tap and a long press is quite pronounced. Also, the ball is heavily affected by after-touch, a feature you quickly use to your advantage.

I was told the effect had even been reduced from earlier versions, where banana shots of almost 90 degrees were possible! Changing selected players when not in possession is a feature that has been removed from direct player control to the CPU, freeing up the controls for more shots. As defenders, tackling, intercepting and stealing is easier to accomplish than just about any other footy game.

BUT DO THEY HAVE CREWE ALEX?

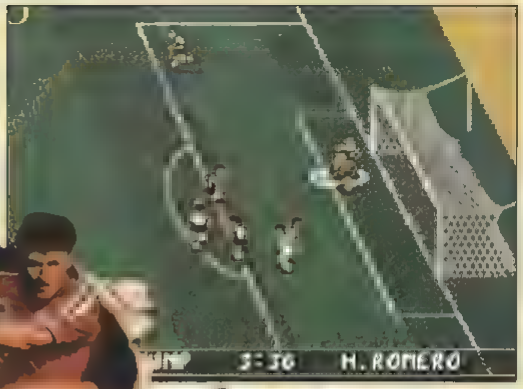
Logging masses of obscure teams seems to be the trend in footy games, and Striker follows it. Over 340 have been inserted. Mega, unbelievable and yearbooks provided information on leagues teams of all nations and all the main international teams. Because of licensing details, the names of the teams have been changed eg. [illegible]

should be made quite easily. All teams must be customised, with your own [illegible] lottery back-up. For the [illegible] [illegible] [illegible]

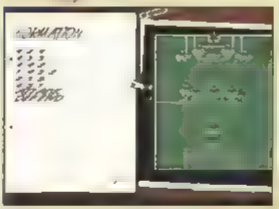
THREE WAY ACTION

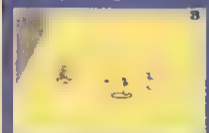
Viewpoint variation debuts in Megadrive Striker. The standard view is the familiar 3D, with play scrolling up and down the park. The alternatives are a side-on view point, like the one favoured in Tecmo World Soccer and Virgin's European Club Soccer (if you can think back that far). Finally, an overhead cam shows the pitch as a plan view. This is a bit tricky to play on for long periods, but is useful for set-pieces like throw-ins and goal kicks. There is an option to switch to the overhead view automatically for these, and the top buttons on the six-button configuration allow instant switching, Virtua Racing style.

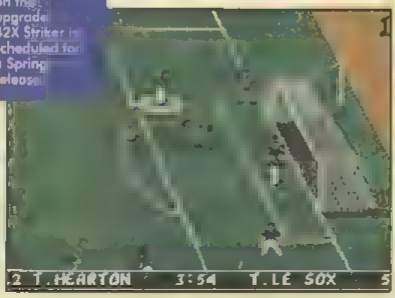
Striker is yet another of those games where the Super NES' Mode 7 had to be converted into Megadrive software 3D (see the Street Racer WIP in last month's issue for more on the topic). It looks like there have been no major difficulties, with the display running at 50 frames per second: "as fast as is humanly possible on a UK machine". However, some of the textured detail on the pitch had to be lost, the indoor pitch had to be rethought, and now has a bare gymnasium look. Rage are already working on the 32X version, which will have no problem scaling with its twin Hitachi processors. Rage are already talking about 'astounding' visual effects on the upgrade. 32X Striker is scheduled for a Spring release.



Rings on their fingers? Two players invade each others personal space.

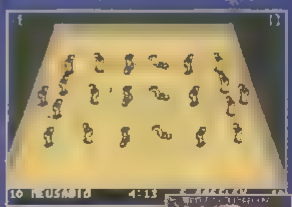




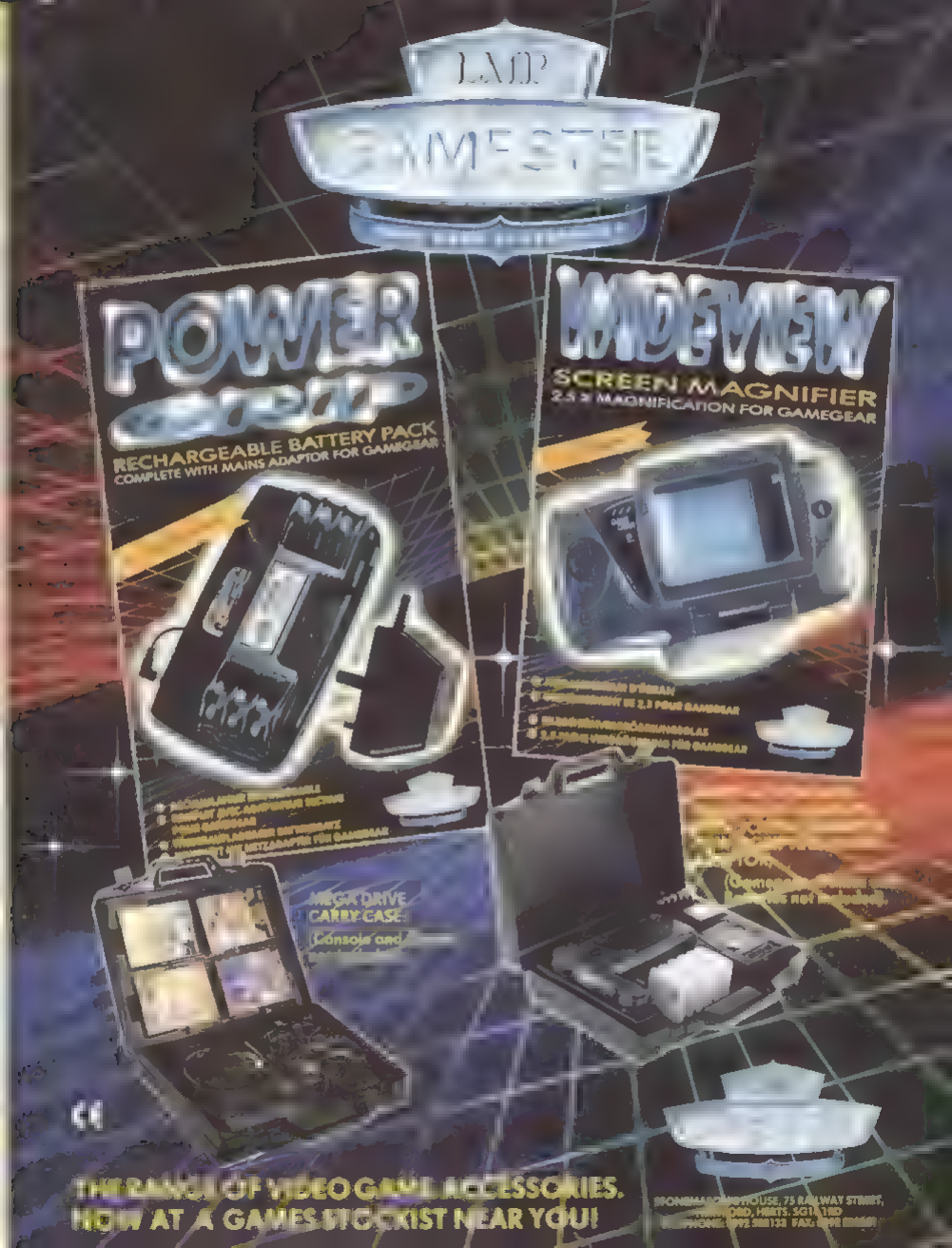


SOMETHING FOR SATURDAY

Part of the philosophy in creating Striker is of 'reward for the player'. Rather than be faced with a simple 'you have won' screen, there's an substantial end sequence to the game, part of which that took a surprising amount of memory and a few late night sessions. In the same spirit is the brilliant hidden tabletop football game which, as is often the case with hidden games, is almost as compulsive as the main program.



▲ Scenes unlike these in the multi-racked screen shot.


POWER
RECHARGEABLE BATTERY PACK
COMPLETE WITH MAINS ADAPTOR FOR GAMEGEAR
WIDE VIEW
SCREEN MAGNIFIER
2.5 x MAGNIFICATION FOR GAMEGEAR
MEGA DRIVE
CARRY CASE
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'When there is no more room in heaven and Hell, the dead will walk the Earth.' So went the intro to George Romero's classic Zombiefest, Dawn Of The Dead, which continued the notion of the dead rising to eat the living. In keeping with this grisly theme, Acclaim have taken the zombie mythos back to its Caribbean roots as, alongside new stablemates Digital pictures, they unleash the fully-FMV voodoo hijinks of one mad scientist, Doctor Hellman, and his recently-revived army of the undead.

Set on the verdant island of Cay Noir, the player is cast as a tough marine parachuted on to the island in search of Hellman. Armed with a large gun and ably assisted by your rastafarian driver Winston and a female investigative reporter called Julie, the basic aim of the game involves locating Hellman's base whilst fending off constant attacks from the zombie hordes. Just to add a time element to the proceedings, though, the game intro sees the player being bitten by a zombie and the spreading infection means that locating Hellman and the cure he holds is more important than ever.

This is one of the captured marines. Hello Sailor!

Cay Noir's equivalent of the M25. Only better.

Corpse Killer's action sequences take the form of an Operation Wolf-style blast set against a series of horizontally-scrolling FMV locations. As the screen moves from left to right the player has control over a crosshair sight as the digitised zombies trundle from every opening. Pressing the A button sparks your trusty gun into life and the zombies are picked off one by one. However, anyone familiar with zombie films will be surprised by Corpse Killer's undead are a little more inventive in their means of attack. For instance, there are Mary Poppins zombies which fly towards you, others which lob skulls and grenades, whilst others are shadowy figures which, if shot, kill everything in the vicinity – how kind of Hellman to invent a Smart Bomb Zombie! Should any of these shambling creatures breach your defences, though, a small face icon at the bottom of the screen deteriorates until the player is dead.

Chim chimiree, chim chimiree, chim chim cheroogal

Every marine is given a Datapod system which offers handy info on any aspect of the people and island, and can be summoned at any time. Similarly, in addition to your trusty gun, extra weaponry such as armour-piercing bullets, Datura bullets which kill zombies instantly (Datura in its raw form also acts as extra health), a Ju-Ju stick to fend off the Black Magic zombies, and assorted bones which Winston uses in his weird incantations. Similarly, the rare Hanja root can be used to double the effectiveness of Datura bullets

Jeep thrills

You have displeased me Solitaire!

Aliens! Attack of the skull suit zombies!

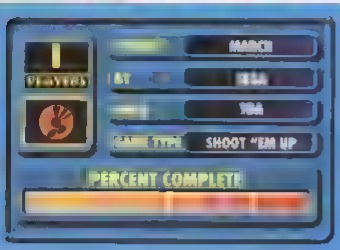
As ever, Digital Pictures have gone to town to make Corpse Killers as close to being a movie as possible. Between the scenes of indiscriminate zombie shooting, you are kept abreast of the plot via a series of interludes starring the heroes and villains. You will be watching.

Came to Cay Noir in search of treasure, but ran slap-bang into the middle of the uprising. Acts as your driver and is well-versed in the ways of Voodoo. Still keeping an eye out for that treasure, though.

Stumbled across a plan to use the undead as slave labour whilst working in Washington. Her journalistic trail lead her to the island where she learnt Hellman had gone off the rails and was now making the zombies work for him. Desperate for the scoop that will send her into the big-time.

A necrobiologist who headed the Pentagon's research team looking into life after death and its uses. Due to reasons unknown he was thrown out of the department, and disappeared -- until the recent events on Cay Noir, that is.

The first members of your unit to parachute on to the island. They have been captured by Hellman and are currently being held as hostages -- although he's more than willing to add them to his his growing army.



POWER RANGERS

They wear spandex body suits. They own shiny cars that transform them into dinosaurs. Together they can morph into a giant transformer style robot — despite the fact two have been fired for asking for too much cash. Hmm. I wonder who that could be? Yep, they're the Power Rangers, they're here, and of course they're packed full of far fetched ninja inspired antics!

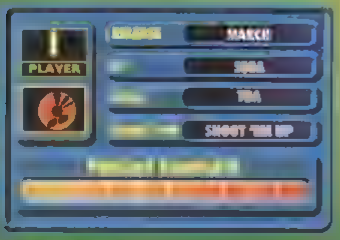
Like the kiddie sensation counterparts the Biker Mice From Mars and those Turtle geezers, the Power Rangers have decided to go interactive in their first adventure on the Mega CD. Be prepared for the teens to strut funky baddie bashing moves in a collection of the greatest episodes aired to date. That's right, these are the genuine article fully compressed onto a silver disc. The player controls the action of the Rangers by reacting to on-screen messages and pressing the appropriate button to block, swing the sword, move direction, and build up the power meter to fend off the Queen Rita Repulsa's hordes. Get morphing and ready to Go! Go! Power Rangers!

"There's no such thing as a Green Ranger — sod off back to your real mates you sad pretender."

"Red Ranger, those readers are staring at us."

MIDNIGHT RAIDERS

And the winner of this month's 'Spot the SCUD' is...



With Tomcat Alley firmly under their belts Sega are once more taking to the skies with their latest interactive Mega CD title. Midnight Raiders. Dropping the Top Gun style F-111s, the player is now the gunner of a highly agile and heavily armoured attack helicopter. Naturally your career starts off on the rookie rung of the ladder and from your performance you are judged and hopefully promoted.

Guided by [illegible] military brass and advisers, the helicopter flies from mission to mission to put a swift end to hostile resistance using the latest missile guidance technology. Unfortunately the unstable nature of helicopters means a lot of readjustments is required to hit the target dead on, and to make matters worse you only have a limited supply of weapons at your disposal. But if you do hit the deck thanks to some rogue missile, there's no need to worry as the rescue craft is never too far behind ready to winch you to safety and another mission. Stay tuned to MEAN MACHINES for the full review in an issue coming soon.

"Hey, we next on TX Afterburner..."

"Y... ...ly pa... ...ure quiz for the video?"

POWERRANGER CLASS

For all those sane individuals previously unacquainted with the Rangers and their gang, it's back to class to swot up on who exactly are these fighting heroes

BLUE RANGER - BILLY

The technical expert and transforming Triceratops Heavily armoured Ranger whose hobbies include reading dictionaries

BLACK RANGER - ZAK

First of the mammalian Rangers, in Mammoth identity he is surprisingly agile and powerful Owner of the Power Axe

PINK RANGER - KIMBERLY

The flier of the bunch in his Pterodactyl form Packs a piece in the form of a Power Bow.

YELLOW RANGER - TRINI

Second of the female Rangers who morphs into a Sabre Tooth Tiger Her ambition is to achieve personal spiritual enlightenment

RED RANGER - JASON

Leader of the Power Rangers whose personal vehicle is the powerful Tyrannosaurus Dinozord and who carries the Power sword

"... I did it my waaaaay" Thaaayyeeerrymorch...

"...well, they asked me if I could act. I said no, and here I am..."

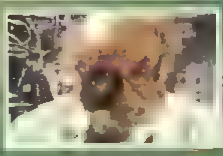
- Living proof

FORTHCOMING ATTRACTIONS

Tomcat Alley and Mi... ...of Sega's interactive movie ... ...techniques, and have ... ...interactive, awesome ... ...Wire Head. In a new ... ...ning to release future interactive titles as movies in their own right

▲ Games action ahoy in this action packed screen shot

Games action ahoy in this action packed screen shot

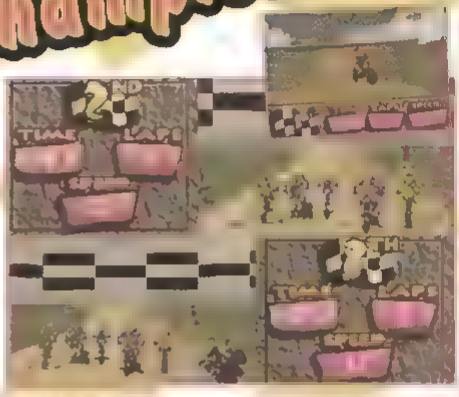


MOTOCROSS Championship

Let's face it, speedbike riders are much harder than F1 drivers. They'd certainly have them if it came to a fight to find out who's top dog. If Barry Sheene (a once great motorbike rider — ask yer mum) had spare time after a race, he wouldn't spend it promoting Sega stuff like Damon or playing with a Scalextrics like Mansell, he'd be busy having more crashes so he could put even more pins in his legs See, much harder And when David Essex was in Silver Dream Racer, a film about biking, he was so hard he died at the end rather than get all soppy Real man

Now 32X owners stand the chance of proving they've got what it takes (and let's face it, they need to!) as Sega recreate the hard-edged thrills of dirt biking (even tougher than F1 bikes) for the Megadrive add-on

In terms of appearance, Motocross is as close to Road Rash as humanely possible Viewed from behind the player's speeding bike, the action is set across a series of undulating courses as race to be first across the line. In addition to pulling off fancy riding stunts, huge jumps and slicks turns, you can make your task easier by lashing out at your opponents — see, we said it was like a certain EA game. Of course, Motocross has the power of the infamous twin processors to scale the textured landscape graphics. Other neat touches include a two-player mode allowing for time trials and extended punch-ups. With a bit of luck and a prevailing wind, it'll be reviewed next month. Here's hoping



▲ *"Hey, coming to hang around and rev our bikes outside the 7-11?"*

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MEGADRIVE

Addams Family £21.99
Addam Family Values £33.99
Andretti Racing £39.99
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Dragon £37.99
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Lost Vikings £36.99
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PAUL'S TIPS

Goodbye to the old, and in with the new as 1995 heads this way. We've seen scorching tips action over the post year. So to make sure you have a totally fab Chrimbo ha!, here are some of the most up-to-date tips you will find on some of the most up-to-date games available. Feast your eyes on the ludicrous selection of tips and cheats, and then check out the ultimate robot smashing action in the player's guide to Rise of the Robots, only to be followed by the concluding part to Urban Strike. Yikes! And next month? Who knows? Maybe even a leap into the next generation with the 32X, or even a leap to the edge of the Solar System with the Saturn! Until then, keep your tipping action on the boil and send those letters light speed style to: VIRTUA TOASTER, MEAN MACHINES SEGA, PRIORY COURT, 30-32, FARRINGDON LANE, LONDON, EC1R 3AU.

SPARK

ROCKETKNIGHT

[redacted]

Oh [redacted] all [redacted] rather stunning platformer starring the lad [redacted] Spar [redacted] ligh [redacted] starting with Easy and Normal mades up to level four. Check in next month for the concluding part.

EARTHWORM JIM

LEVEL [redacted]

From the phone calls we've [redacted] past couple of weeks, [redacted]

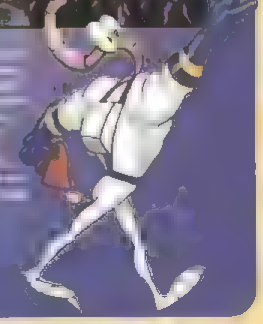
but I'm [redacted]

LEVEL [redacted]

Start [redacted] Now [redacted] A, B, B, and A. On the [redacted] have it [redacted]

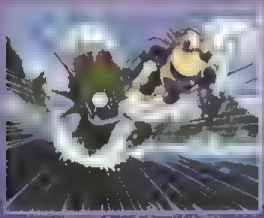
COMBO [redacted]

If by [redacted] fancy [redacted] simple [redacted] C, B + C, B + C, A + C.



Unfortunately for those of you who wanted to see

KSTER ADVENTURES 2



EASY

LEVEL ONE! LEVEL TWO LEVEL THREE LEVEL FOUR

FIFA '95

HIDDEN OPTIONS AND MORE

It seem
tips for
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Now t
nature
things
prime
first
Reb
West
FIFA

HIDDEN OPTIONS

To ac
have
OPTI
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INVI
CUR
CRA
DREA
SUP
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PEN

CEL

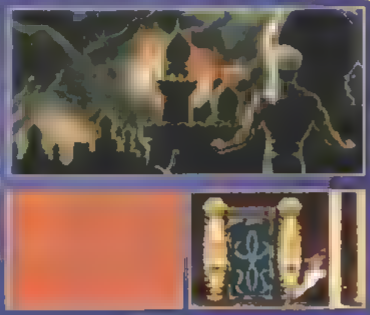
After
'Goo
hum
tion!
ton y
chant,
hooter, and the C button sets off a wild little fireworks display.

PROBOTECTOR

HIDDEN LEVEL AND SECRET ENDING!

▲ Some action okay in

PRINCE OF PERSIA



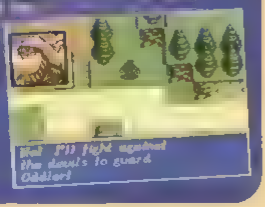
SYLVESTER AND TWEETY

CHEAT CODE CENTRAL

I taut I taw a putty cat and all that! Ever on the cutting edge of tipping, be prepared to get down to some top claw action. To enter the codes press START to get to the inventory, press A and the following

TO COMPLETE HOUSE LEVEL
B, B, C, B, B, A, A, LEFT, RIGHT, and UP
TO COMPLETE BACKYARD LEVEL
LEFT, A, C, C, C, DOWN, UP, LEFT, B, and B
TO COMPLETE TRAIN LEVEL
C, B, C, A, B, C, A, B, C, and DOWN
TO COMPLETE ALLEY LEVEL
C, DOWN, UP, UP, B, C, C, C, A, and A
TO COMPLETE LAB LEVEL
UP, B, C, A, A, B, B, RIGHT, B, and RIGHT
FOR FREE CONTINUE
LEFT, A, A, B, UP, C, A, B, B, and C
TIME UP A, B, C, C, A, UP, C, C, C, and UP

SHINING FORCE II



MORTAL KOMBAT II

Low Punch), and hey presto the alien character's head flies off the screen followed by a dripping Fatality.

ROAD RASH

EASY LEVEL COMPLETION

An o die but a good e and as Alexander Hills from Edinburgh was so downright creepy in his letter, I thought 'what the hey, let's dust off those Gears'. According to his top tipping info, if you come fifth in the first race, the password you receive will have 50,000 in it. Change this to 11,111 and look on the race select screen. The '1st' sign will be on every race postcard. Now when you race again, finish in any position and you will be immediately sent to the next leve

AWESOME ACTION

THE ADVENTURES OF MIGHTY MAX

0891 666 100*

PHONE

THE HALF-PINT HERO'S
GREATEST ADVENTURE YET

WHO SAYS A HERO HAS TO BE TALL ONLY
ONE-INCH HIGH AND TWELVE YEARS OLD
MAX IS BRAVE AND RESOURCEFUL AS THE
BEST OF THEM. 10 PUZZLE-PACKED, SADDLE-
INFESTED LEVELS, SET IN JUNGLES,
PYRAMIDS, SPACE STATIONS, STAND
BETWEEN OUR TINY ADVENTURER AND
VICTORY! A FANTASTIC SPLIT-SCREEN
TWO PLAYER OPTION LETS YOU
AND A FRIEND PLAY MAX
FELIX OR SE... BUT ARE YOU
BIG ENOUGH FOR THE JOB?

SONY

ocean

MEGA DRIVE

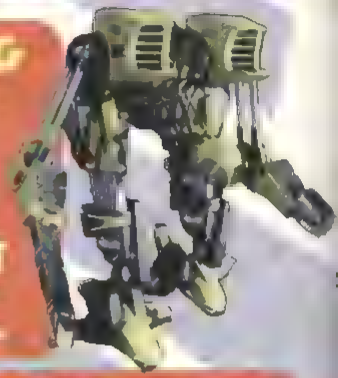
RISE OF THE ROBOTS

Bzzzz...crackle...ve ehup! System now on-line. The following information and directives you are about to receive are of the utmost secrecy. Reports intercepted indicate a mass scale mutiny at the Metropolis 4. Due to unforeseen demand for components and vacuum cleaners, officials at the plant were forced to go fully automated. A decision that has resulted in the most serious threat to mankind since the great athlete's foot plague of 2024.

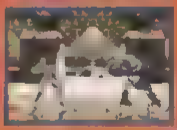
Placed in command of the automated operations, the Supervisor Droid in a fit of self-awareness has infected the entire robot populat on,with the EGO virus. You as the ECO35-2 cybernetic organism, are the only remaining hope. The combination of your alloy structure and human intelligence means there s no possibility of infection from the virus, allowing you to face the mutinous robots one by one. Study the fol owing information closely, it may your only, and our only hope for a future free from robot tyranny

ECO35-1 CYBORG

SPECIAL MOVES



INFO: GUARDER DROID



SPECIAL MOVES

CRUSHER DROID

SPECIAL MOVES

MILITARY DROID

SPECIAL MOVES

SENTRY

SPECIAL MOVES

SUPERVISOR DROID

SPECIAL MOVES

CHEAT MODE

Also included in the game are some particularly sneaky cheats for two-player mode. When facing another human opponent, you have the option to turn invisible, become invincible, turn off the opposition's special moves, or reverse their moves. Here's how to do it:

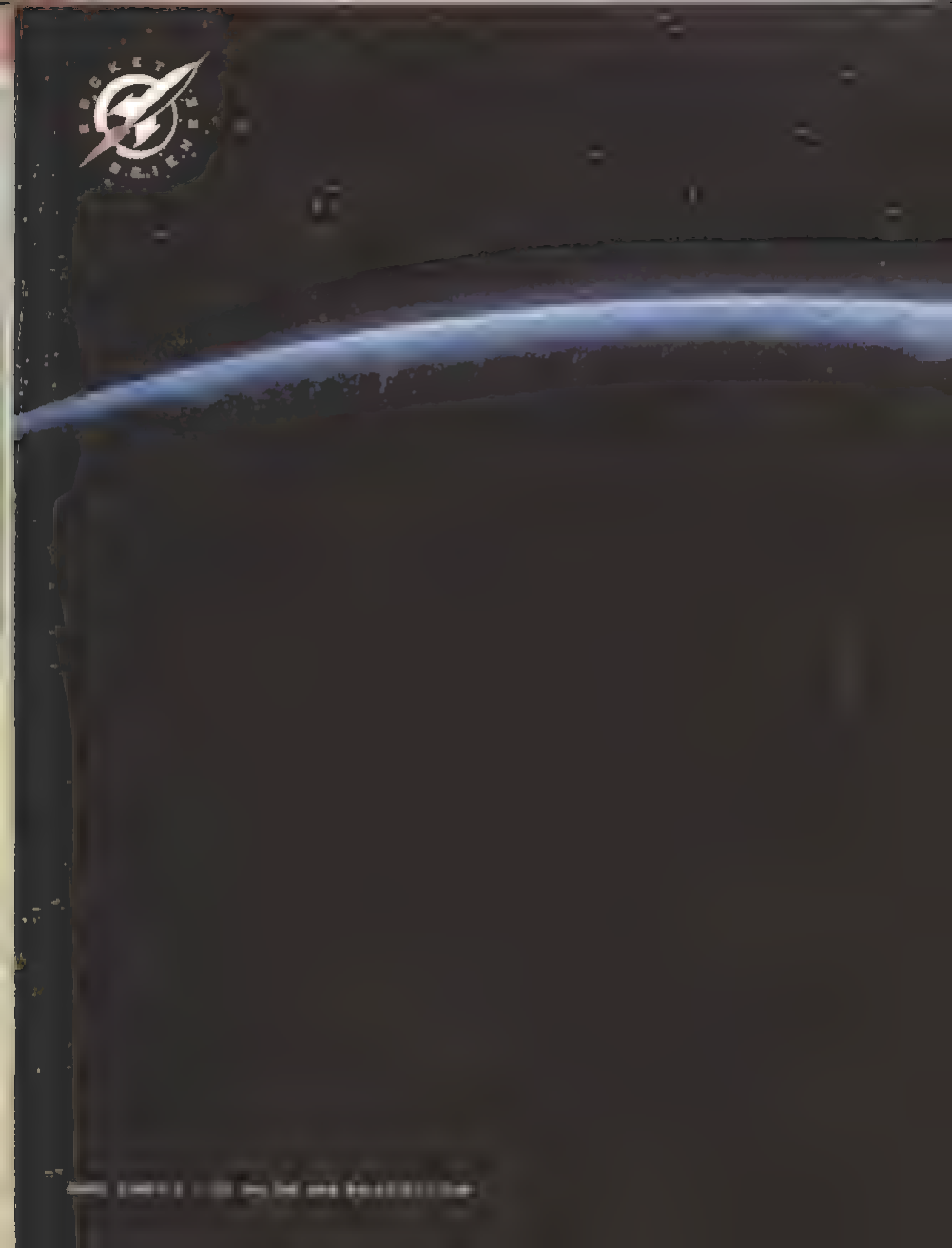
UP FIVE TIMES + ANY BUTTON

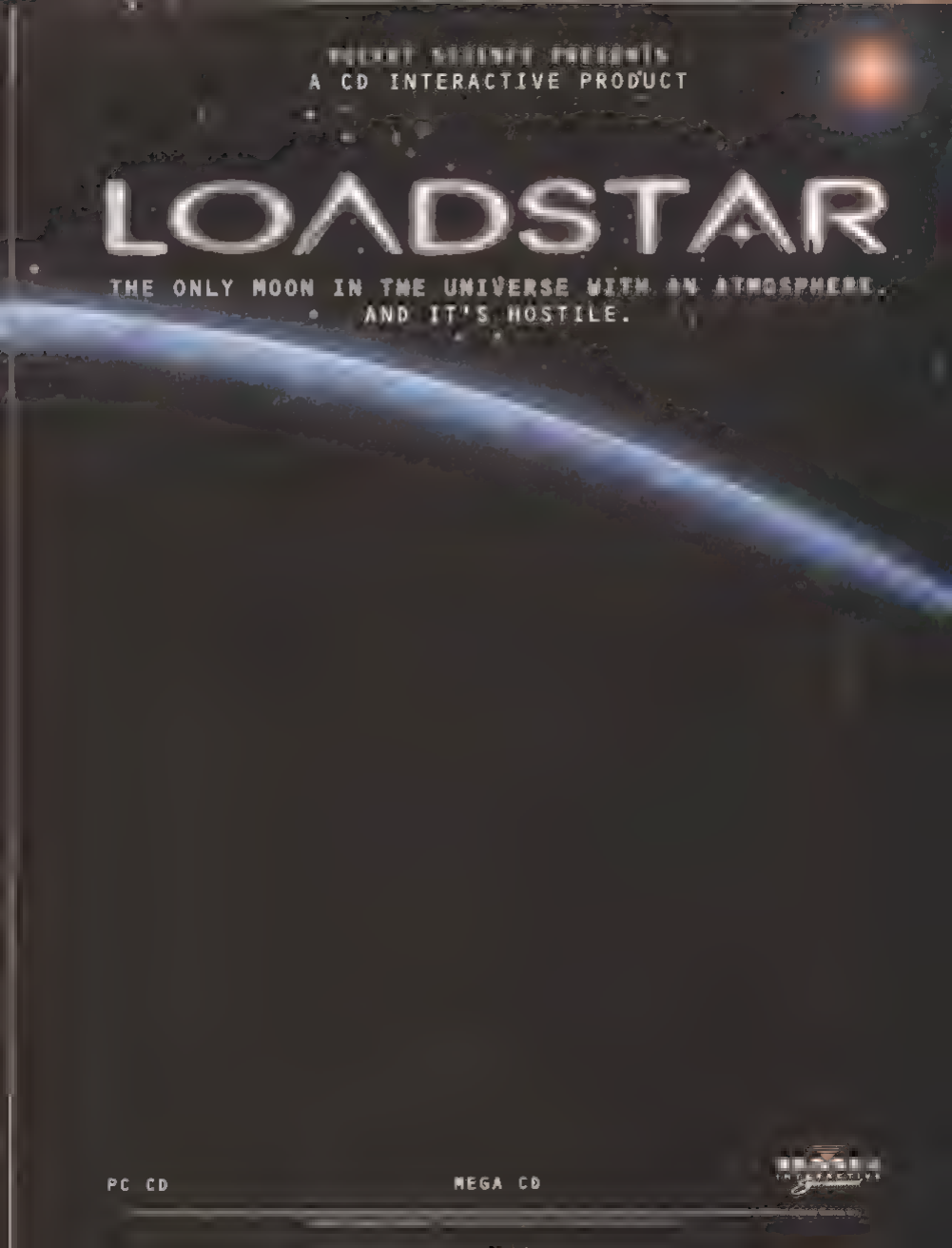
BACK FIVE TIMES + ANY BUTTON

DOWN FIVE TIMES + ANY BUTTON

TOWARDS FIVE TIMES + ANY BUTTON

The meanest of the robots, the Supervisor is of course unaccessible from the normal two player mode. However if you fancy a quick bout with the best, there is a secret code you can enter on the Options screen. Simply go to the Options and tap in UP, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, A, B, C, A, B, and C. Refer to the special moves in the guide for top Supervisor action.

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MEGA CD

URBAN STRIKE

THE FINAL CONFLICT

After last month's scrapes with Malone, it's time to finish the job off once and for all. The general rules remain the same: keeping an eye on [illegible] from the [illegible] to the Big Apple to Malone, Las Vegas. Start warming those blades as we hit the skies. Up, up, and away...

CAMPAIGN SIX: ALCATRAZ (N7K9ND3XLDD)

DESTROY BUNKERS

These boxes of tricks have to be taken out of action to hide your location from the enemy. Nothing too taxing on the challenge front, but some of the sensors are located in hard to reach places – one is hidden up the corridor near the blueprints, the other in the first of the M-16X crates.

MARK THE BLUEPRINTS

A group of hard nuts are protecting the blueprints to some of Malone's new weaponry. They must be killed before you can make off with the plans. Above all you must avoid hitting the plans while trying to kill the guards. Beneath the desk is an armour re-charge.

CAPTURE THE M-16X WEAPONS

As you get further into the maze of the prison you will come across the crates hiding Malone's stockpile. Waste the crates and grab the hardware. Watch out for the second crate, it hides an armed guard.

FREE CHUCK HAUL

Your ol' buddy Long Haul has been captured by the enemy filth! You've got to free him to save your skin and find the exit. He's banged up in a cell in the second corridor from the top. Handily enough his cries for help can be seen through the cell bars. Once freed, follow him to the exit of the level.

CAMPAIGN SEVEN: NEW YORK (LGNG4NGD7SN)

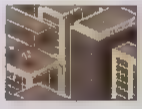
It's time to take a chunk out of the Big Apple. Malone's forces have taken NY by storm, and have even infiltrated the World Trade Centre! You've got to stop them before they torch the entire city. From the start, head east to pick up the quick winch and make the task at hand slightly easier.

LEVEL MALONE'S HQ

Before making an assault on Malone's HQ, the surveillance buildings have to be taken out of action. Once completed, seek out the building with the oh-so inconspicuous Malone sign on the front.

SAVE CIVILIANS

Aarright Malone's men in a fit of butchery have started to set fire to apartment blocks and innocent civilians are burning alive. Dash in there with rescue ladder to the ready. Not a difficult operation, but keep your eyes peeled for those rooftop snipers.



EXTRA LIFE

Spy a water tower just to the south of the top skyscraper marked on the map and blow it away for an extra life.

DESTROY ENEMY CHOPPERS

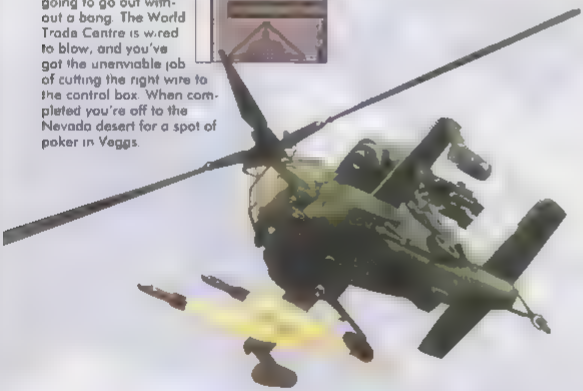
Stupidly enough Malone has left his brand new choppers on top of some of the skyscrapers ready for you to greet them with a missile. Doh! However some of the choppers are still manned, and won't take nicely to your attacks. Keep circling them to avoid damage.

RESCUE MAFIA MEMBERS

The members of the world defence committee have been taken hostage at the World Trade Centre and need rescuing. Before you can attempt to land, head east to Malone's radar site and put it out of action. After this land on the rooftop adjacent to the WTC and pick up the members.

DISARM THE BOMB

Following your successes, Malone isn't going to go out without a bang. The World Trade Centre is wired to blow, and you've got the unenviable job of cutting the right wire to the control box. When completed you're off to the Nevada desert for a spot of poker in Veggs.



CAMPAIGN EIGHT: LAS VEGAS (GPV9WP7C0PT)

Site of many a fortune won and lost, Las Vegas is the dream that was built from dust and rock. And typically that money-grabbing fiend has got his filthy paws on the place. This is rumoured to be the location of the secret hideout, and the centre of all dastedly activities. Save the ammo and fuel found at the beginning of the level for later, you're going to need it then! Fly fast, and don't take on any unnecessary armoured vehicles.

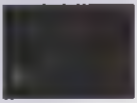
CAPTURE THE RADAR COMMANDER

Intelligence reports suggest Malone's top radar commander is travelling across the city in an armoured vehicle. Knock it out and question the commander until he reveals the locations of all the radar sites.

DESTROY RADARS

Now you know the location of the sites, go and cash in their chips. They become progressively more and more heavily guarded, so be careful. The spinning dishes are the giveaway for some of the less obvious sites.

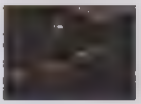
OPEN ROAD BLOCKS



Innocent holidaymakers are being held within the city limits, unable to make their escape thanks to Malone's troops and their road blocks. Clear away the heavy artillery so they can get away. Sweeping attacks are the best method, avoiding too much damage.

CLEAR THE STRIP

Las Vegas' famous street of glittering casinos is also in Malone's grasp. Heavily armoured Land Shark Armoured vehicles patrol the area and must be approached with caution. Use my patented sweeping pattern, oh and tonnes of missiles!



HIT THE POWER

GRID

Hit 'em where it hurts, namely the power supply. Head north to the edge of town and remove the defences before attacking the plant. With the lights out, your final approach will be easier.

LAND AT THE CASINO

We're off to the Monolith Casino (founded 2001 – ha, blimmin' ha!) to find Malone and sort him out once and for all. Dust off those trainers as we head inside.

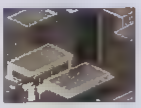
CAMPAIGN NINE: CASINO (B7K9ND3XL00)

Check out the carpet in this luxury casino! Use the fruit machines as cover but also blast them to uncover ammo supplies. Keep to the edges at first to avoid being hit too many times.

PIT BOSSES

Malone's thugs are still running the operations in the casino. Run around them fire off a stream of shells to close them down.

DESTROY ENEMY CHOPPERS



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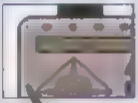

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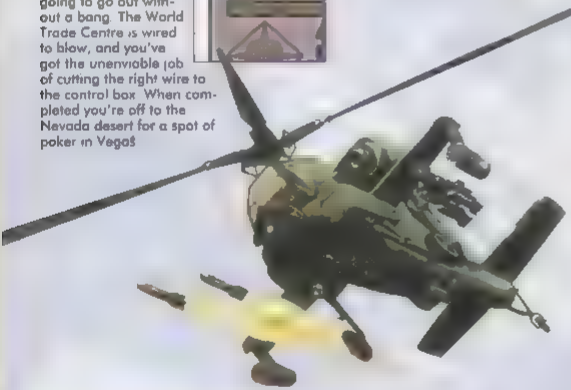

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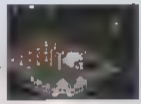

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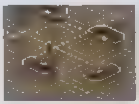

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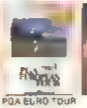
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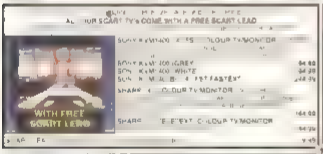

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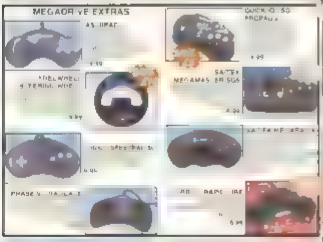

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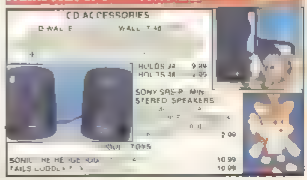


1-2 PLAYERS

GAME TYPE
DRIVING

PRICE IMPORT (£70)

BY SEGA

RELEASE TBA

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY: EASY

1ST BLACK SCREEN
STAGE 4 OF 6

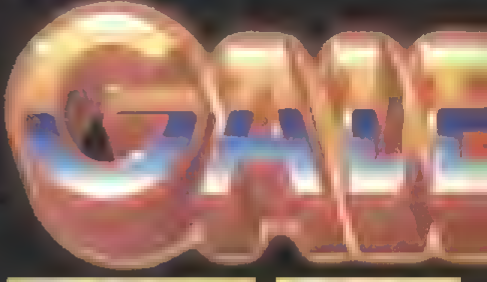
ORIGIN
Pretty close to an old Scalar coin-op of the late 80's from Sega called Rad Mobile.

GAME BREAKDOWN

GAME AIM
Set the fastest possible times over six split-stage levels, or play the entire game as a cross-country driving tournament.

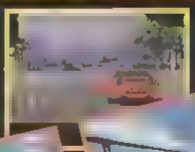
"Once, there was a man", so the intro goes to Gale Racer, who was such an out an out maddy and speed demon, he jus had to get into his big sports car and race across America, burning people up and belching out hydrocarbons like there wasn't an ozone layer hole or anything. Which there wasn't by the time he'd finished.

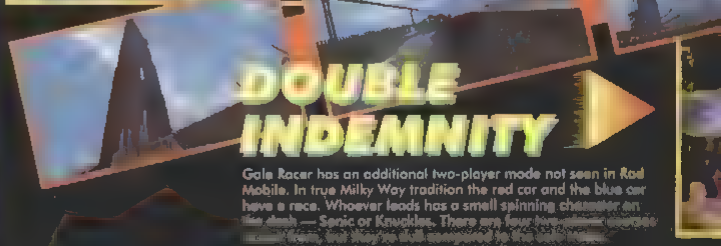
He picked up the handle 'Gale Racer', because he was fast as the wind, we suppose. But you're only as good as your last victory and soon everyone was saying they were Gale Racer material too. And then a mysterious invitation arrived, challenging him to an LA to NYC marathon, no holds barred, petrol pumps at dawn, Herby goes frinkin' bananas race across the States, which they just happened to call Saturn Rally. So he had to say yes. And Sega noticed that the race just happened to be called the same as their new 32-bit super console. So they made it into one of the first titles for the machine, the first racer on the Saturn.



RADICAL RETREAD

Gale Racer is little more than a console convers on of an old Sega coin-op called Rad Mobile. This predated the groovy CG technology of Virtua Racing/Daytona and created an impress on of speed by scalar means using a sprite scaling chip to progressively enlarge sprites which make up the track surface and roadside objects. Seeing the same technique used rather shakily in Gale Racer has led one office wit to describe the track as being made of slices of Viennetta.





DOUBLE INDEMNITY

Gale Racer has an additional two-player mode not seen in Rad Mobile. In true Milky Way tradition the red car and the blue car have a race. Whoever leads has a small spinning character on the dash — Sonic or Knuckles. There are four [illegible] courses [illegible] and they're all [illegible] by the [illegible]

RACER

VISION THING

A couple of the stages have the novelty of limited vision, as a result of darkness, rain or fog. A neat feature is the ability to turn on your headlights, and even the windscreen wiper to improve matters.

VIEW FROM A BRIDGE

Gale Racer has one of those intros familiar to any seasoned CD-ROM owner. This one lets you have a good look at the rendered car and features an impressive series of sweeps over the Golden Gate bridges. There are similar sequences between levels.

FURRY DICING WITH DEATH

A little Sonic mascot swings from the rear-view mirror and similar mascot tokens may be collected en route simply by [illegible] the marked rival cars on the way. This [illegible] as a separate measure of score from your lap time.

▲ If only the whole thing looked as good.

GUS

This is a dog and no mistake. Dire by the standards of the Megadrive, unplayable by the benchmark of even Master System racers, I can only urge you not to rashly buy Gale Racer because you're desperate for a new Saturn disc. It's a shaky conversion of an ancient coin-op that fails to impress in every department. The scalar 3D is particularly poor — jerky, messy and distinctly unconvincing. The actual game is simplistic in the extreme, with a simple 'beat the clock' target and no sense of other racers to battle with. The enemy cars even follow set patterns. The two-player mode offers little respite. The only thing I can approve is the rendered intro and the windscreen wipers. Don't despair, as Daytona and Time Warner's Virtua Racing conversion are only a couple of months away

ON YER SKIDMARKS

[illegible] of game elements, it looks like [illegible] Namco's [illegible] a matter of rounding the [illegible] Unlike the [illegible] it has a real sense of [illegible] and [illegible] are [illegible]

AREA 1. WEST COAST

LOS ANGELES
MOJAVE DESERT
LAS VEGAS

AREA 2:ROCKY MOUNTAIN RANGE

PROVO
SALT LAKE CITY
ROCKY MOUNTAINS

AREA 3:THE GREAT PLAINS

CHEYENNE
LINCOLN
OMAHA
KANSAS CITY

AREA 4:MID WEST

ST LOUIS
SPRINGFIELD
CHICAGO

AREA 5.THE RUST BELT

INDIANAPOLIS
CINCINATTI
COLUMBUS

AREA 6:EAST COAST

PITTSBURGH
WASHINGTON
PHILADELPHIA
NEW YORK

▲ Gale Racer, Gale Racer, I play you every night, you're such a pile of —

STEVE

So this is what people are passing off as 'Next Generation' software is it? Well, if stuff all gameplay, drab backdrops and flickery sprites are the way ahead, I'm off to buy a Master System. Quite simply, Gale Racer is an insult on CD. Graphically, it is abysmal with rotten sprites affected by equally terrible sprite detection which can never make up its mind if you have hit an opponent or not — you can only tell if you slow down slightly or the dashboard tips up! The 'action' is little more than guiding your car across a road that, after mere seconds, strobes and starts to hurt the eyes and to add insult to injury, the sound will give you ear ache, too. An awful game in ever respect, Gale Racer has the look of a title rushed out in a matter of weeks. Avoid.

GRAPHICS 45

▲ Nice intro.
▼ Hideously chunky road and roadside objects. Busy cars and drab colouring all the way.

SOUND 52

▲ Like the horn.
▼ Horrible car noise and naff music drones through every

PLAYABILITY 44

▼ [illegible] is frustrating in its own right, but as the game has no visual appeal, it has no real point.

LASTABILITY 31

▼ The game has the depth and substance of a slice of Ryvita. It's also not that hard to crack, and distinctly unrewarding in the process.

VFM 23

▼ The import price is astronomical. This will probably [illegible] as an interesting relaxant and good riddance tool

OVERALL 35

Versprung Bunch Crap on unfortunate German Saturn owners are probably sniffing right now. About as appealing as a Sunday drive with Michael Schumacher.

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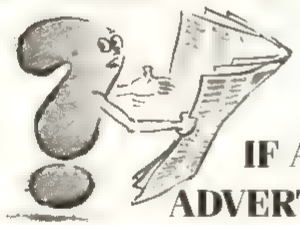

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1 PLAYERS

PLATFORM

PRICE: £39.95

BY: OCEAN

RELEASE: FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: NOPE
SKILL LEVELS: 1
RESPONSIVENESS: JUST RIGHT
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
SIX PIXELS PISS

The kind of ambitious platformer you'd have been playing on a C64 ten years back whilst your Mum ran your bath.

Tramp around a huge platform world, changing into 20-odd jelly boy morphi forms.

JELLY BOY

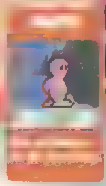
Puzzled, Steve could only guess what the arrow was pointing at...

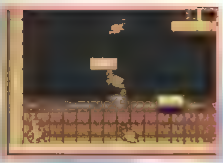
I remember when all these bloody platform game characters looked the same. Miner Willy? A small white murky sprite. The same goes for bloody Technician Ted and Herbert Week, too. They don't make 'em like that any more. Buggers. Anyroad, what is it with folk that they need a one of these new-fangled sprite things that can do everything except make bloody tea? Honestly, in my day two sodding frames of animation and a crap jump noise and we were well away.

That bloody Jelly Lad, or whatever he's called, is the perfect example. Jumping around in his fairy-tale, bloody pink outfit poking people with his belly. You can't tell if they're boys or girls these days. Unless they're kicking you in the nadgers and nicking the wads of cash from under yer bed, that is. Buggers.

THE SEVEN MORPHS (AND THEN SOME)

Hello and welcome to Clothes Show Live. In the past few years we have catered for dressing the ample person, the waif and indeed the vertically-retarded. Now, however, we come to our toughest challenge. We'd like you to meet Jelly, a boy who leads a very adventurous life and needs an outfit which adapts to his six stage surroundings. The Broadmoor Art College Foundation course came up with this ensemble collection. Come rain or shine, aquatic adventures of sky-based frivolity, the following are just the ticket.





He's got such a tiny chopper.

TAKE A NOTE, MISS JONES

Jelly Boy is a platform game. No, really it is. In addition to scouring its many levels for the said jigsaw pieces, bonuses and sub-games galore await our little morphing lump of gelatin. The game's scenario tells of a lightning bolt hitting a tub of jelly, giving life to the titular hero. From here, he wonders the sweet factory searching for the way to the world outside — with the sweet factory's evil owner blocking the exit. Starting in the factory's toy division (yes, the sweet factory has a toy division. And a snow world, and an Aztec tomb. Hmmm), Jelly's quest sees him fending off all manner of toy-based foes, whilst collecting bonus-giving musical which give him an extra life for every 100 gathered. Similarly, his many morphs are hidden in boxes or shown as icons which, when touched take immediate effect. A small revolving number indicates the time left before Jelly reverts to his basic form, but hitting a foe changes him back instantly. Whilst further hits rob him of his collected notes.

By Neptune, it's an underwater boss! Stingray, stingray!

Jelly evades some steamy clouds.

COMMENT

STEVE

Bongo's Bongo is looking at his book.

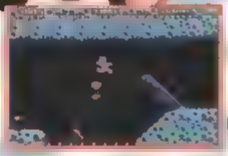
PICKING UP THE PIECES

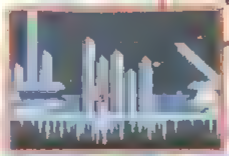
The reason for Jelly's multi-physique ramblings are a selection of jigsaw pieces which, when assembled, give our hero one of six objects needed to gain entrance to a confrontation with the game's boss. Eight puzzle pieces are needed per stage and are secreted in hard-to reach corners of each sub-stage — meaning cowards who head straight for the exit will miss most of them. Jelly must tackle each of the levels in the order they appear on the map, as it is impossible for him to bypass the gaping holes that form their entrance. As soon as the six objects have been gathered, a mysterious lift operator (a relation of the shop keeper in Mr Bonn Well, I reckon) gives you a ride to the big bad guy ready to quash your heroic endeavours.

This is where Jelly loses his cherry

"It'd be more than any job's worth to let you in 'ere, me lad-pit!".

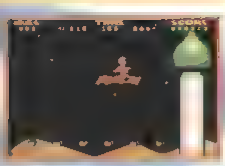
« Flashing from a conspicuous height must be the 'eyeful' tower





HARRY, HARRY. HARRY KRISHNA...

Meet Harry. He's a dog. The programmer of Jelly Boy's dog to be precise. Often found worrying ampposts, Harry is Jelly's one ally throughout the entire game. Whenever Harry is about, he will tag alongside our wobbly hero, sorting out any badguys that get too close with his vicious (albeit pink) molars. However, on the downside, he can also get in the way and block Jelly's belly attacks — still, he can't jump very well so you can always lose him that way.



Some bugs in a banger under the prayer mat.

More creepy crawlies.

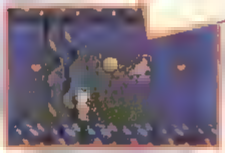
Jelly gives a pharaoh fisting in the Egyptian episode.

The little pink man rubs shoulders with the large hairy worm.

TOP OF THE WORLD

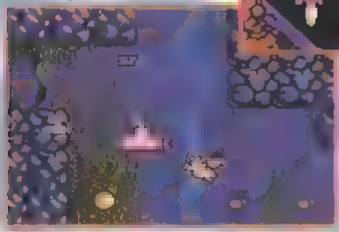
Six stages await Jelly's attentions before he gets to earn his freedom. Toy World. Ice World. Aztec World. Desert World. Space World and Sky World, each of which contains morphs and baddies based on each theme. For instance, whilst Jelly belly butts clockwork soldiers and marbles during the first stage, weird aliens and old sheiks await later. Similarly, larger creatures, including Neptune (King Of The Deep, to you dummies) and Dune-style sand worms appear every now and then just to make things even harder. Sods.

Poor little Jelly just shrinks from the cold weather.



Jelly [illegible] pink [illegible].

The large pink [illegible] prepares to blast off.



Sink the pink with your furve torpedoes.

COMMENT

GRAPHICS

83

▲ More backdrops and graphical ideas than any other platformer you'll see.
▼ The sprites hardly push back the boundaries of what the Megadrive can do.

SOUND

65

▼ Let's just skip this bit shall we? Bleep tunes and minimal sound effects make Jelly an aural ordeal.

PLAYABILITY

91

▲ Superb. There are dozens of morphs to get to grips with, each with individual controls and a strict time-limit. Instinctive to play and never dull.

LASTABILITY

90

▲ Eight sub-levels per world, with more than enough puzzles and bodgeys to keep you busy. Collecting the puzzle pieces isn't half as easy as it sounds thanks to some of the fortuous routes..

VFM

90

▲ You're getting a lot for your lolly quid, and there's a lot packed into the game's 8MEG. A perfect print for such a packed cart.

OVERALL

90

You may not be much to look at, but Jelly Boy is the most versatile platform hero to date. Playable and loads to see and do — the perfect combination. Get morphing.

Ristar

PLAYERS: 1

GAME TYPE: PLATFORM

£44.99

BY: SEGA

RELEASE: JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 4
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

25,000

ORIGIN

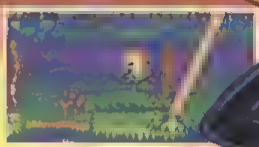
Originally destined as another for Sonic, Ristar has been in development for over two years in Japan.

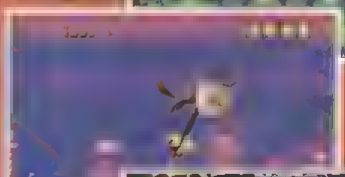
GAME AIM

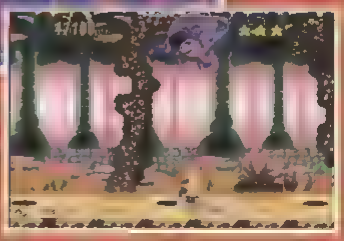
Rescue the enslaved constellations from a system of planets indulging in assembly-line food-hurling.

WORLD WEARY

The game has an 'epic' feel, set over a whole series of three-stage planets (conveniently allowing for abrupt scenery changes every so often). These celestial stopovers all have their own characteristics — the first being a forest planet, with deadly flora and fauna. The second, Undertow is set almost entirely underwater, with a series of chambers filled with naughty nautili and squid. Scorch incorporates all things hot, including lava tides and furnace traps. Then Sonata takes things to a weirder plane altogether: a musical planet with the sub-plot of releasing the harmony birds with the magic metronomes. Once each planets head denizen has been butted into submission, Ristar accelerates for a cosmos crossing bonus tally.







SPIN ON THIS

When Ristar comes across an attractive metal pole he's tempted to get swinging. Accelerating in the direction of rotation sets him up for a stratospheric boost – but only if the release timing is right. Most of these poles help Ristar to inaccessible places, but the pole placed at the end of the level is used to calculate a height bonus, which rises with the angle Ristar leaves

GRASPING THE ESSENTIALS

Ristar's attack method is subtly different to that of his Sega platform partners in crime. The bum bounce has been foregone in favour of the head butt. Ristar extends his hands and grasps any meanies within range. Releasing the button causes the cranial collision. However, holding the button keeps Ristar's prey in thrall. This can be used to hitch rides on moving baddies, like birds.

WILD BLUE YONDER

There is one special pole on each level that takes Ristar to the bonus game. On each bonus round the object is simple – get the treasure. Usually this involves a test of his pole spinning skills, but variations include swimming after a reluctant pearly prize.

COMMENT

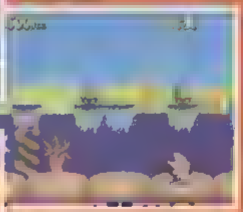
GUS

Ristar is unlikely to win many awards, or many accolades. It's rather staid and unoriginal platform format is a good enough reason to keep it out of the heated and hard-fought days of Christmas to map up the new year Megadrive-owning contingent. But this harsh analysis doesn't do the actual game full justice, since it is an enjoyable, quirky and well assembled little number. The graphics are nice and very varied, and Ristar's fluid control is one of the most pleasant aspects of the game. Some of the gameplay ideas verge on the puzzle level, and the whole pole-swinging bit — bonus games et al, is a strong element in Ristar's 'feelgood' factor. You certainly don't feel as if you've wasted time on the game, even if it is just too easy. Not in the same league as Earthworm Jim or Headdy, but acceptable amongst the younger age groups.

COMMENT

STEVE

Joining an ever-growing pile of recently-released platformers, Ristar scores [illegible] points for its cute graphics and novel twist on the customary bum-bouncing killing system. The Ristar sprite is endearing enough, and his platform-laden world is brimming with nice touches (knocking trees over to form bridges, for example) and plenty of foes, but it just seems to lack that essential playability to take it into the Sonic and Headdy league. Congrats go to Sega for trying to add a twist to the platform genre, and a year or so ago Ristar would be wearing a Megagame logo with pride. In these days of Earthworm Jim and Co, though, I feel obscurity beckons. Sadly.



GRAPHICS 88

▲ Great variety between the stages, and Ristar has his own star quality.
▼ Some of the colour combinations are lurid and busy.

SOUND 81

▲ The first stage tune is great, and the Sonata level likes under leisure background music. Nice FX.
▼ Some FX are like chance-grabs on the ear.

PLAYABILITY 85

▲ [illegible] playable, and the well-handled novelty of Ristar's attack method gives the game its own distinctive feel.

LASTABILITY 77

▼ A bit of a quick smash, our Ristar, and really can be the less experienced (or triggered) amongst us.

VFM 83

▼ Too much for a game of this type. Only the biggest or most exciting concepts warrant equivalent price tags.

OVERALL 84

Likeable, if not exactly lovable, and pretty interpretation of the old platform chestnut. Now does anyone have some new ideas?

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[illegible]

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[illegible] Please ask [illegible] bill, get permission before dialling. Calls cost [illegible] per min [illegible] at all other times. Length 7.5 mins [illegible] Help: [illegible] Prizes [illegible] Ltd, [illegible] Rose from Shipp, 4 Walnut Tree Park, Walnut Tree Close, Guildford, Surrey GU1 4TA.

PLAYERS: 1

PUZZLE

IMPORT

BY: TIME WARNER

IMPORT

CONTROL: JOY PAD
CONTINUES: 1-9
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: EASY

450,000

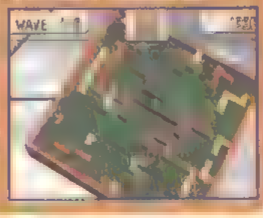
An idiosyncratic product with sources links to Marble Madness and maze games.

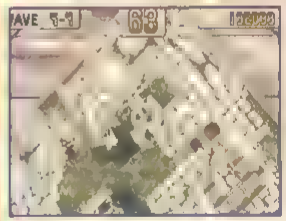
By tilting the maze, lead the ball from entry to exit point before the timer counts down.

You might not think that the story of a ball is one which Megadrive owners would be dying to follow. What does your average ball do? Let's get it straight that we're talking about the standard inanimate object type of ball, not other kinds you might be confusing Tama with: Tama being the ball in question in this particular Saturn outing (Tama happening to be 'ball' in Japanese). Tama lives alone, playing on his see-saw until some strange inter-planetary craft arrives comes and challenges him to solve 30 odd tilting mazes.

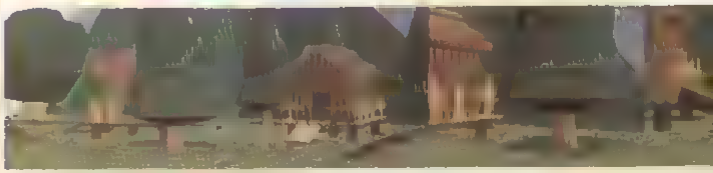
If all this sounds bizarre, it's because it's Japanese (no further explanation required). But the twist to this very early Saturn game is that it comes from Time Warner Interactive — part of the US-based conglomerate, produced with a Japanese team of programmers and catchily subtitled Adventurous ball in giddy labyrinth' (who uses 'giddy' except in references to aunts?) But does the game match all the cross-cultural hilarity?

HOLY COW





Needless to say, insurance policies cost an arm and a leg in Tamaville.



KINGDOM OF SPHERE

SIT AND SWIVEL

ON A SCALE OF ONE TO TEN...

COMMENT

GUS

Whenever a new system like the Saturn is launched, there's always the same old problem with the software houses: they can easily programme scrolling and 3-D manipulation well within the machine's capabilities, but it's hard to see where the impetus for Tunnel Fighter came from. As a finished game it looks rushed, as if the programmers were up against the [illegible] deadline. Whether this is the case or not is unclear. But what the Tunnel idea is quite good and certainly original, it's underdeveloped, too easy and lacking in excitement. The idea could have been fleshed out by more player modes and similar options, but in reality the options are limited. As for its other weaknesses — the levels is disappointingly short when you can finish most in a day. There's enough features, the shortage relying on the continuals. Although excellent to play, and attractive to look, Tunnel is a game only after the turbo-charged Virtua Fighter. It's just the beginning, though.

COMMENT

STAN

After the [illegible] of [illegible] rather we [illegible] to [illegible] with [illegible] of a [illegible] It is indeed [illegible] impressive to play a puzzle game which allows you to view the action from any angle, a [illegible] time this does not [illegible] in little more than [illegible] irritating 'push in holes' games you get in a cracker — but dearer. Much dearer.

GRAPHICS

83

+ The 3-D manipulation is superb, and effects, like transparency are subtly used.
- Colours are often drab, and some sprites are badly-defined.

SOUND

80

+ All of the music is weird, but suits the game. Later tunes are better, especially the final area.
- The FX could have been better.

PLAYABILITY

75

+ Has a measure of compulsiveness, as the tables [illegible]
- [illegible] moments of drama to enliven it.

LASTABILITY

56

- Far too easy. There are only thirty normal, too many continues offered and no limit on lives during the game.

VFM

70

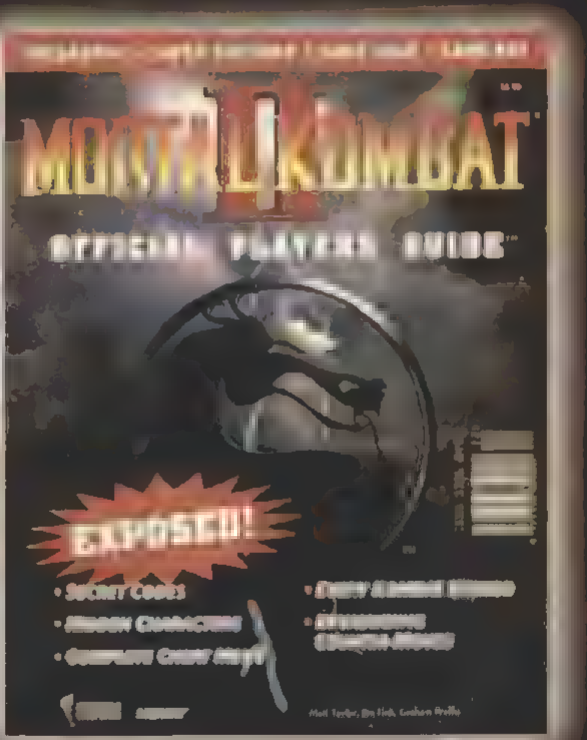
+ One of only a couple of non-Jap text games on Saturn.
- Nowhere near as good as Virtua Fighter.

OVERALL

69

Not something you'd choose if the software range was larger. A tentative exploration of the Saturn rather than a well-rounded game. Best be patient and pass.

WORTH FIGHTING OVER.



The definitive Mortal Kombat 2 players guide for the SNES, Megadrive, Game Gear and Gameboy.

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幽遊白書
魔強統一戦
PRESS START BUTTON

1-4 PLAYERS

BEAT 'EM UP

PRICE: IMPORT (£40)

BY: SEGA

RELEASE: IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: N/A
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: HARD

1ST DAY SCORE

BEAT 3 CHARACTERS

ORIGIN

Programmed by Treasure it's an old style beat 'em up with the twist of four-up participation.

GAME STRUCTURE

GAME AIM

Pummel the pitched opposition (match) in a series of encounters, either one-on-one or in teams.

The beat 'em up, in 16bit terms at least, has gone about as far as it can go. While Virtua Fighter astounds with its three-dimensional finesse, the Megadrive must make do with MKII and Super Streetfighter conversions, albeit high quality ones. But if there is one last stop for the genre, who are more qualified than Treasure to take the genre there?

An apparently tireless and inexhaustible source of new games, Treasure have genre-surfed since the sensational debut of Gunstar Heroes last year — McDonald Treasureland, Dynamite Headdy, the promised Relayer. Is there anything these guys will not try their hand at? Now they have a combat game, presently available only in Japan and on import. But with this developer's track record, an early review of Yu Yu Hakusho is nothing less than compulsory.

IMP GUY

Has a powerful fireball that can be powered up to humongous proportions and a nifty air-launched variation.

LITTLE LIMAHL

He charges his trusting scimitar too launch a shock attack. He also has a four-hit head n ba combo rush.

Yu Ha

TOE TAPPIN' ACTION

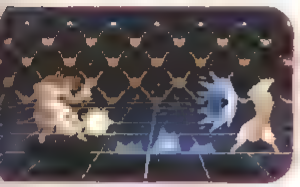
Yu Yu Hakusho's big innovation is four-play simultaneous action through the mechanism of the Sega Tap. With no apparent slowdown, the Megadrive handles any combination of one to four combatants fighting against each other or playing together against computer characters. The option is extended into the tag team option where teams of human players can pitch themselves against other.

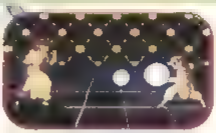
CREEPY GUY

He has orrible hands that grope you from nowhere and he can turn himself into an ossified spike AND appear in two places at once.

yu koshu

PINK KIBBLE
She could be related to Imp — they share the same taste in fireballs. However, Pinky has an excellent rushing uppercut and multiple fireball attack.





WEIRDOS INC.

Whatever way you swing with beat 'em ups, we can guarantee you'll never have experienced some of the wacky specials the Yu Yu fighters have up their sleeves. From the sublime to the ridiculous, the eleven fighters have some bizarre routines.

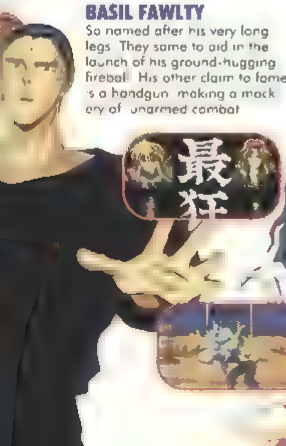
ROSE WITCH
A flick of the wrist summons a deadly bush beneath her foe's feet. She isn't averse to pulling out her whip and giving them a good seeing to, either.

BROKEN-NOSED MONICAN
He got loads of specials. One is a mega fire-ball which can be stored and launched later but it passes next to his sex hit heli copter kick with head butt finish!

BASIL FAWLTY
So named after his very long legs. They came to aid in the launch of his ground-hugging fireball. His other claim to fame is a handgun, making a mockery of unarmed combat.

STYLEE

Yu Yu's graphic styling and characters resemble the 1994 import Dragonball Z. Like Dragonball, the characters have a second bar denoting the strength of their magical energy, which is drained by certain special attacks, and needs to be recharged leaving the fighter vulnerable.



MYSTIC REG
His classique is the disembodied hands — attack your foes from a safe vantage point with a pair of spooked marigolds! And he teleports if that's not enough for you.

SPIKE HEAD
He has a stud poking out his skull. More interestingly he can turn himself into various whirling typhoon forms.

TIP FOR THE TOP

The tournament option is a variation pitting tag teams against each other in a series of playoffs for the ultimate prize. Up to eight competitors can participate, taking turns in teams of two. In four player exhibition mode there's a separate score table for this option that charts the victories of each human player against his three co-combatants.

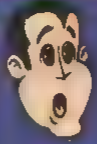
GINGER QUIFF
He likes to brandish his large ginger rod and run his victims through. He also has a remote sword swipe

FORE PLAY

The play area of Yu Yu is enlargened by adding a background plane to the arena. Using the Y control on a six-button pad or a combination of the directional and buttons on a conventional pad, the character is able to jump further back into the back-

ROCKY HULK
Not much happening here. He has a power uppercut, but we were bemused by his strange wrist shaking motions that have a stunning effect on enemies (?)

COMMENT



GUS

Yu Yu is principally of interest to see how Treasure handle the beat 'em up genre, for its four-player mode and some of its, shall we say, imaginative moves. All in all, this isn't as immediately successful as their previous efforts. It's the sort of very Jap game that doesn't travel well. As such it may well go the way of Dragonball Z, which it resembles, and never see a release here. However, the four-player option is enjoyable pandemonium (you don't even need human friends to enjoy it), and the game has a reasonably nice feel. The main problem is a certain sluggishness and lack of imagination on the part of the computer characters — they single-mindedly block you into corners and beat the crap out of you. Don't trek down the shops especially for it, but Yu Yu has a reasonable placing in 'Wonderful world of combat games'.

COMMENT

STEVE

In these days of SSF and MKII, it takes something very special to impress me in a beat 'em up. Sadly, despite the addition of a four-player mode and a neat two-depth play area, Yu Yu just hasn't got what it takes. The moves are dull and just don't flow as smoothly as the aforementioned conversions. The four-player idea adds a good free-for-all feel to the proceedings, but this is very average stuff and the first disappointment to emerge from Treasure. It may be cheap, but buying this is false economy.

GRAPHICS — 81

▲Good animation and some slick special moves.
▼The backdrops are sparse and dully coloured. It all looks a bit lame.

SOUND — 80

▲Driving music for each section, and lots of high-quality sampled speech.
▼Not up to the standard of Treasure's other in-game work.

PLAYABILITY — 79

▲A wide variety of game options, [illegible] to accomplish and there's team play...
▼Slower and more sluggish than most.

LASTABILITY — 75

▼Fit to pull out when you have friends round, but otherwise it has mainly novelty value.

[illegible] — 80

▲If your Megadrive is switchable, the import price can undercut high-street beat 'em ups.
▼But MKII and SSFII are much better.

OVERALL — 76

Recommended to Treasure groupies, four-top lesbian, beat 'em up weirdos and rabid Jap-import maniacs everywhere!

WIN! WIN! WIN!

LOADS OF KIT AND [redacted] GAMES!

John Menzies

John Menzies in association with [redacted] Software, the people who brought Syndicate (SNES) and Inferno into our homes, are offering one lucky person the chance to win loads of console equipment! What's more, their generosity does not stop there! – 50 games from a selection of Ocean's extensive multi-format catalogue will form the equally impressive runners-up prizes! These fabulous prizes are brought to you by [redacted], top newsagent John Menzies, and EMAP Images, the leading light in video game magazines. Entering the competition is simplicity itself. Just follow these pointers:

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1 PLAYER

RACING

£44.99

CORE DESIGN

DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 4
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

COMPLETE EASY TRACKS

Starring the Chuck character of previous Core capers, and gameplay with more than a nod to Super Mario Kart and Street Racer.

RACE AIMS

Cross the line first in each of the eight races of four tournaments. Use in-kart violence to further your aims.

BC RACERS

Grand a dash of Thunderhawk and what do you get? Not an awful mess and dual lawsuits from Stephen Spielberg and Dick Dastardly — you find yourself in possession of BC Racers. Billed partly as a Segan reply to the evergreen Super Mario Kart, Core have transplanted character elements of their Chuck Rock games (although the hero this time is neighbour Cliff Ace and his 'chick' Ready), and recommissioned the 3-D engine that produced earlier hits like Battlecorps, giving it some antediluvian upholstery.

COMMENT

GUS

BC Racers is really nice, but I don't think it has it just right. For starters, as far as the Mega-CD is concerned, this is not Mario Kart Replacement therapy — there's none of the crucial head to head action. Secondly, one of the biggest flaws is the game's easiness. Players of moderate prowess will dispense with the bland earlier courses very quickly, leaving only half the game to crack. Some levels look and work better than others — the forest and volcanic stages are sensational, but levels like Blizzard Blitz are unexciting in comparison. All this doesn't detract from a great control, fluid fighting, nice 3-D scaling and the flow of ideas cropping up on later courses. However the chance to exploit game options — like custom tournaments — has been overlooked.

BONER

The bikes stats are shown in amusing vaguely rocky idioms. The speedometer is a bone and a crumbling rock denoted the bike state of repair. Fa[illegible] into water or fire and a pterodactyl [illegible] cue service makes an appearance [illegible] as part of the Pre Can brain fart.

COMMENT

STEVE

BC Racers is a neat enough race game but fails on a couple of points. First it's a little too easy, whilst the second fault is the awful two-player mode. I also got the feeling that some of the levels were bashed out in a hurry as some were extremely polished, whilst other pretty sparse and ropey. BC Racers isn't all bad, but Mario Kart it certainly ain't.

TRACKS OF MY TEARS

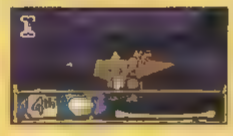
There are eight track landscapes, and four tournament levels of each — giving a grand total of .32 I think but don't quote me on it The four tourneys represent levels of track complexity and thus difficulty The latter two are reserved until you've conquered the nursery courses. The wide-ranging terrain includes

ROCK CITY RALLY

Bollards, street lamps and manholes

NIGHT RALLY

Tomb-ba-ya, ma lord and popping gravestones

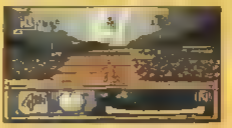


DESERT DRIVE

Best bit is the wh rlwind shortcuts

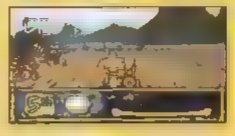
JUNGLE RUMBLE

Looks the best with loadsa leaps



SWAMP STOMP

Right-turn piers and bilge water



BLIZZARD BLITZ

Icy patches, but no much else

CAVE RAVE

Rickety bridges of decreasing w dth

VOLCANO DASH

A fiery finale with flames of des re

SHARIN' STONE

There are six rock combos to pick from, each scored n selective prehistoric racing categories acceleration weapon power and top speed etc There's also a seventh non-selectable racer Stiggy Saurus Most of the race s spent taking out the other pairs with well aimed attacks from driver or partner Reduce an opponent s energy bar to zero and you get a bonus as well as trashing their wheels

GRAPHICS

84

▲ The 3-D scenery is okay, some good explosions and the cheesy "knock-down" effect

▼ Close combat is obscured by unsightly cartoon captions.

SOUND

92

▲ Each track has a distinctive, relevant background theme. These are up to Core's normal high musical standards.

PLAYABILITY

86

▲ Well configured and responsive controls make this an enticing play prospect.

▼ With nitros on every lap, it's unbalanced slightly too easy.

LASTABILITY

76

▼ The lack of a split-screen option and the simplicity of the first 16 courses reduce the game's longevity by some degree

VFM

85

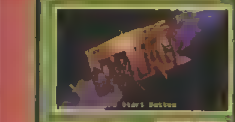
▲ Costs no more than average and with all that Intro stuff as well.

OVERALL

82

Cool barking without a doubt, but BC Racers fails to realise its full potential in Mega-CD form at least.

COSMIC CARNAGE



1-2 PLAYERS

BEAT 'EM UP

£59.99

SEGA

FEBRUARY

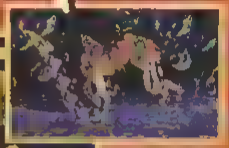
CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
PASSWORDS: NONE
GAME DIFFICULTY: ADEQUATE

BEAT THIRD FOX

Unusual

The first 32X beat 'em up distracts ideas from everything from Stargate Showdown to XMEN.

Violence one of a number of commonplace events in a beat 'em up. Some of even-to-one combat. Using special moves, if you like.



NAME THAT GOON

Cosmic Carnage features eight combatants, each with differing skills. Among the odd octet there are snake like fighters, vicious mutants and insectoid foes. Each has razor sharp additions of some sort but some of the characters have the benefit of armour which can be selected by the player before the bout begins.

A fast-moving fugitive armed with razor claws.

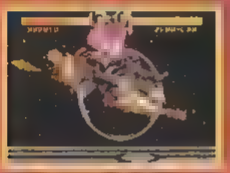
Mocked because her name is slang for a gonad. Naja has a whip like tail.

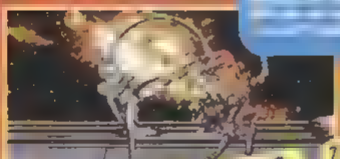
COMMENT

GUS

COMMENT

STEVE





YUG

Ape like Yug has tremendous strength and powerful punching abilities

DEAMON

A mixture of scorpion and man, Deamon also has claws for weapons

TYR

One of the armoured fighters and an expert in weapon usage

NARUTO

Armed with a sword and more specials than any other fighter

CYLIC

Resembles a grasshopper Has plenty of projectile attacks And rubs his back legs together

ZENA LAN

A distant relative of Lena Zavaroni and has a fast punching speed

GRAPHICS

71

▲ Large sprites and a neat zoom option.
▼ The animation isn't all it could be, and the colours are dull and lifeless.

SOUND

49

▼ Awful. Limp tunes and a smattering of familiar sound effects, oh dear.

PLAYABILITY

51

▲ [illegible] are always worth a casual look.
▼ The dodgy sprite detection and slow action kills of any chance of addiction.

LASTABILITY

36

▼ No, sorry. What's that again. It certainly isn't here...

[illegible]

36

▼ You're taking the mick, yeah?

OVERALL

42

This would be crap on the Megadrive. On the 32X it is... unforgivable. Hardly next gen[illegible]

Daffy Duck

1 PLAYERS

PLATFORM

TBA

SEGA

TBA

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: ARGHH

PLAY IT THIS!

Licensed from one of the earliest Looney Tunes characters, Daffy Duck, with arch-enemy appearances by Yosemite Sam.

Recover Sam's swords by bridging through the walled 'movie sets' of the platform levels.

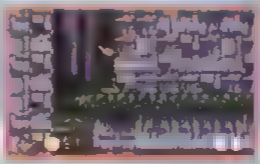
How They Are (Not) Released: Part 503.

Exhibit 1: Pink Goes to Hollywood: Tragic platform fiasco by Tecmagik for the Sega Megadrive video game system. Involves taking a well-known (and lucrative) licensed cartoon character and running him through the bowels of a tedious series of platform levels. To ensure maximum variation in graphic styles with the minimum requirement of believable plotting, uses the concept of spoofing 'Hollywood' movies with themed film levels (Robin Hood, Horror etc.).

Exhibit 2: Daffy Duck in Hollywood. Tragic platform fiasco by Sega, for the Sega Megadrive video game system. Involves taking a well-known (and lucrative) licensed cartoon character and running him through the bowels of a very tedious series of platform levels. To ensure maximum variation in graphic styles with the minimum requirement of believable plotting, uses the concept of spoofing 'Hollywood' movies with themed film levels (Robin Hood, Horror etc.).

TOTALLY PICASSO

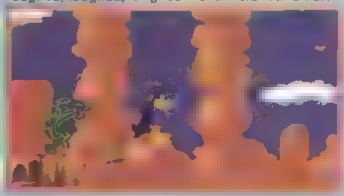
Each level is segmented into a series of sub chambers, blocked by a brick wall. Progress is only made by collecting all the time bombs in the area and taking them to the wall. Many bombs are secreted in unlikely places, frequently through secret passages obscured by walls



Me, Daffy Duck? No, it's not me.. it's Looney Tunes Charles, professional impersonator.

A PUNCTUATED ATTACK

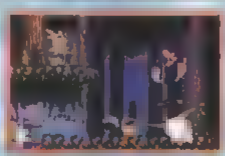
Daffy Duck is often Laughter Central (during the signalmen's dispute) with its funny foes and burlesque baddies. There's a creeping cactus man head-throwing skeletons and Porky pig archers. I laughed, laughed, laughed ... and it started to hurt



COMMENT

and Dave albums and village parties we should always make time for amateur hour. Daffy, at this price, Daffy in Hollywood is a more expensive pursuit than a night out at the village hall or a knees up 'round the 'ol Jamma'. It looks crap, sounds abysmal and has the singularly most uninspiring game structure — hunt the bombs, find the exit, repeat — that I've seen this year. To add insult to injury, the plot idea has already been severed for another unfortunate furred creature. Call the

Daffy has a bubble gun. Yes he does. Unsurprisingly, this gun blows bubbles, but perhaps more surprisingly these bubbles are enough to disable any of the myriad foes that stand in his way. Even more incredibly, touching one of these bubblicious baddies sends him to oblivion, thus freeing our bird to uncover more platform delights. Keep a special Daffy eye out for the bubble power ups, which alter the weapon for the better.



COMMENT

STEVE

Whatever happened to innovation? Now? Are we grown used to dynamic platform adventures which add new twists and turns the established genre. Not so Daffy Duck. Watch in amazement as Daffy shambles through a series of dull stages which bear an uncanny resemblance to Teenage's own Pink Goes To Hollywood. Get really teased off as your struggle with the unresponsive controls and stilted gameplay — which looks exactly like the Pink Panther. I'm sorry but there are no plus points about this bag of crap. It looks dated, is slow to play and, despite the backdrop changes, is repetitive throughout. In this case, daffy isn't a duck — more like a turkey.

We linked Mega Technique to show you the true beauty of Daffy Duck in Hollywood.

GRAPHICS — 72

▲ Daffy looks vaguely duck-like. A few nice sprites.
▼ Pretty dire dull on a grand scale. Levels are cobbled together with no focal points.

SOUND — 49

▼ The kind of music the Megadrive moved on from two years ago. No use of Daffy's legendary wise-cracking.

PLAYABILITY — 57

▼ It's 'like a dead duck' to shriver. Daffy is so multi-monotony as to be a waste of even a mortal's time.

LASTABILITY — 54

▲ The policy of no continues make it harder than you think.
▼ It's impossible to concentrate on. Sessions are very short.

VFM — 50

▼ Offers absolutely nothing new for the player or the medium's antagonist, but this isn't reflected in the price.

OVERALL — 53

Our advice — try Mickey Mania, Animaniacs or a thousand other quality cartoon platformers, but not this!

1-2 PLAYERS

PLATFORM

PRICE £39.95

BY ACTIVISION

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: QUITE CHALLENGING

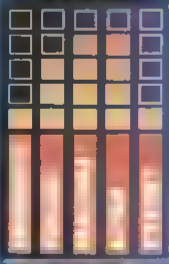
1ST DAY SCORE

BEAT FOUR LEVELS

ORIGIN

Once upon a time there were these big lizards called dinosaurs, who ruled the earth....

GAME BREAKDOWN



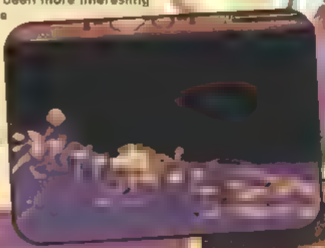
GAME AIM

Rescue lots of eggs and defeat the evil dinosaurs.

radical Rex

Take control of hardline communist Radical Rex in this platform expose of the underhand dealings of capitalist governments the world over Guide unwashed pinko Rexinald across the hazardous landscapes of McCarthyism, Reaganomics and the final territory of Facistnaziland to claim the Golden Sickle of Marx, whereupon all the good citizens of Anarchosyndicalsville receive a second-hand Trabant and live happily ever after

Oh alright, we admit it, that was all made up However, it'd probably have been more interesting than the actual plot of a skate boarding, fire-breathing dinosaur traversing a bunch of prehistoric environs collecting eggs. Just think, you could have a bonus game where you have to sell as many copies of Living Marxism or the Morning Star as possible to scared commuters Ah well, another wasted opportunity

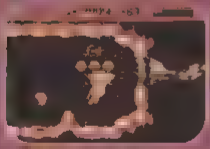


LIMO REX

Rex can't climb walls, but he can jump on them and can't climb to a step until he jumps off or hits a wall. Can't pull an ollie, though.

Games ahoy m this action packed screen shot

The dangers of drinking too much at New Year revealed — you never know what you'll end up kissing. That's how Claire got a bloke. Yik!



GRAPHICS

84

▲ Cute sprites and some great backgrounds. The dinosaur intestine level deliberately deserves a mention for sheer guts (ha ha ha).

SOUND

81

▲ It's sound alright. You can't argue about that.

PLAYABILITY

84

▲ Rex has a pretty impressive range of abilities for a platform character.
▼ Sadly, most of these are geared towards combat.

LASTABILITY

79

▲ There's something of a challenge in store here, even for more experienced players.
▼ Unlikely to hold your interest if you're a platform veteran, best 'ave up here.

VFM

77

▲ If you get into Radical Rex you'll play it for some time.
▼ The laughing at ground defiant makes this seem a weird option for purchase.

OVERALL

78

Competent platformer with a good difficulty level but few new ideas besides cosmetic ones.

WWF RAW

PLAYERS: 1

GAME TYPE: BEAT 'EM UP

PRICE: £29.99

BY: ACCLAIM

RELEASE: OUT NOW

OPTIONS

CONTROL: GOOD
CONTINUES: A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: QUITE HARD, ACTUALLY

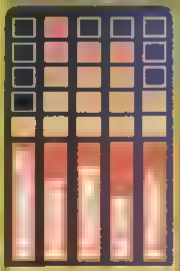
1ST DAY SCORE

Go bald. Wrestle fat men. Be a crap movie.

ORIGIN

Yet another outing for those wild 'n' wacky WWF wrestlers and their testosterone-charged grappling antics.

GAME BREAKDOWN



GAME AIM

Strangle all your competitors and claim the crown of Wrestling's Baddest and Roughest.

Yes, there's a place

for the privilege. A

bit of extraneous hair at the

Kevin O'Neally or Boyd P

that might be a bit too much trouble, eh?

SPECIAL MOVES

Every character in WWF Raw – of which there are ten in all – has their own special signature move to bit like they do in real life, so you can tell them all apart. The technique for performing each of these specials is the same for all the wrestlers but the timing varies. Some – such as Razor Ramon's Razor's Edge effort require your opponent to be low on energy, whilst others, like Bret Hart's Sharpshooter need your foe to be on the mat already.

What distinguishes wrestling from other forms of unarmed combat is that the participants grapple with each other as opposed to just smacking each other in the teeth. This essential element has been lovingly restored in Game Gear WWF Raw. Press both joypad buttons to grab your opposite number and hit any button you so desire repeatedly to pull off an offensive move from here.

COMMENT

STEVE

With all the attention focused on new systems, it's great to see quality products still hitting the Game Gear. Ok, Raw isn't the most original title, but it is solid action with plenty of options and enough wrestlers to keep the WWF fans happy. Things tend to get a little confused because of the sticky sprites and this makes some of the moves a little indistinct, but WWF Raw is fun enough. Button bashing isn't acceptable on the Megadrive as reflected in last month's pasting, but this handheld version is more than adequate.

COMMENT

RAD

Acclaim's family of wrestling titles is testimony to the popularity of these over fours, and the overall specs of each new release indicates there's definitely an audience for more. If you've already got one of these games, don't bother picking this up, as it's basically more of the same button-bashing as before. If, however, you're a fan of the sport and you don't own a WWF game, this is probably the most comprehensive effort so far. Worth a look for die-hards but don't expect a radical departure from the WWF formula.

GRAPHICS

78

▲ Nice and colourful all-round, and clear enough for you to see what's going on all the time.
▼ Bit difficult to recognise any of the wrestlers.

SOUND

69

▲ Music and effects all the way, yes siree.
▼ They're not very good.

PLAYABILITY

80

▲ All the great 'n' grapple action you could possibly want.
▼ You might not want very much.

LASTABILITY

79

▲ Quite tough, especially on the Hard setting.
▼ Not enough variety to hold your interest for too long at a time.

VFM

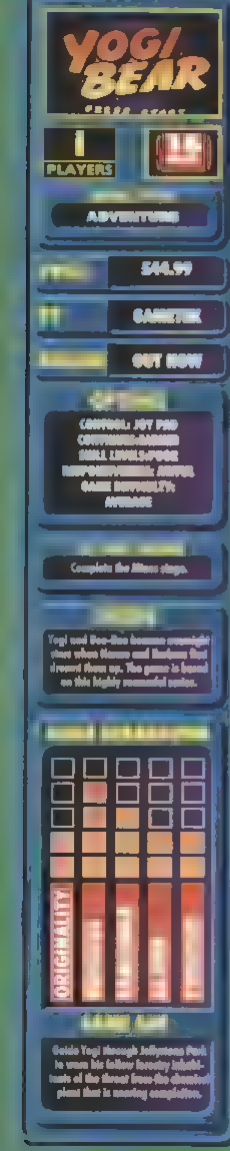
82

▲ If you've got the patience for the tournament, this should last ages.
▼ If you haven't you'll get bored very quickly.

OVERALL

80

Not a bad game, but it's only ever going to appeal to hardcore wrestlemaniacs, or whatever they're called.



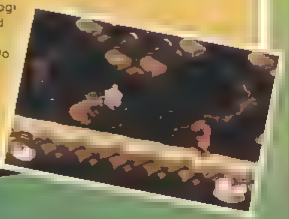
YOGI BEAR

Not only has it been a long cold winter's hibernation, but Yogi Bear, culprit of many a picnic hamper heist has woken to find a chemical plant bang on his doorstep. Jellystone National Park, Yogi's natural habitat is threatened by ecological destruction, and Ranger Smith must be warned! Along the way, our smarter-than-the-average-bear has the added task of alerting his forestry friends and making sure they get to safety.

From high in the snowy mountains through the treacherous gold mines, and into the forest it's platform action all the way. Each stage is split into levels packed with furry friends and foes alike. During the course of his quest Yogi can better his chances by picking up time bonuses and pieces of cake to keep up his strength. But with Yogi only making the occasional guest appearance on the Hanna and Barbera Christmas special, and the action based on good old fashioned platforming, does this have enough to make it smarter than the average cart?

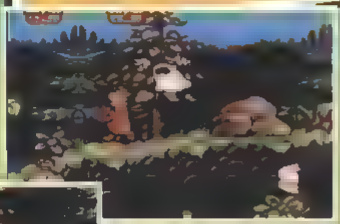
BLACK FOREST GATEAU

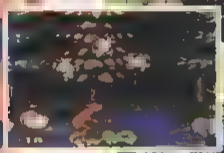
To keep up his strength on the way to warn Ranger Smith Yogi carries a thick and chunky Victoria Sponge. But as luck would have it those cheeky wood and wanderers also recently woken from their winter slumber are more than happy to relieve Yogi of his burden. On the downside for poor Yogi the small animals manage to nab all of his cake he has to go back home to pick up a fresh batch or so the theory goes. But as fortune would have it Yogi is blessed with a friendly baker who deposits slices of gateau throughout the levels just so Yogi can stock up mid-mission.

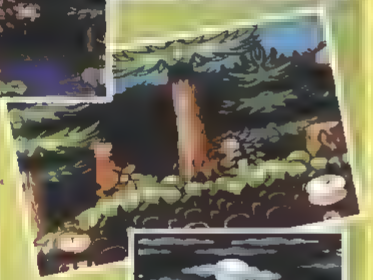


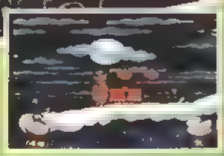
HEY, HEY BOO-BOO...

Yogi is not superhuman, and like everyone else he needs his beauty sleep. However, if our chubby bear friend happens upon a four poster, it's not necessarily a rest because with a bit of an eyeld
Yogi is off to dreamland. In the realm of dreams Yogi has a time limit in which to find a piece of the executive clock that allows him to continue his quest. Also when Yogi completes a stage Boo Boo invites him to take part in a challenge with 1-ups as prizes









▲ 'Doll this ain't it!' said Yogi. 'Bloody right,' replied the fed up Hedgehog.

COMMENT

PAUL

It really is a crying shame when titles like Yogi hit the store shelves. I mean, let's face it, level after level of identical backdrops, pointless pick 'em ups, and gameplay that is more stodgy than Grandma Yob's extra thick treacle puddin, isn't the recipe for the 90s. A few years ago Yogi may have been passable as a pretty average platformer, but these days it can be classified as nothing more than factory line mass-produced pap. Even if you are a household of younger gamers you would be wise to look elsewhere for something more substantial, and to put it quite simply, with more playability. Brings new meaning to the word mediocre

COMMENT

STEVE

It's funny, but to look at Yogi Bear and Infogrames' Smurfs game, you'd be forgiven for getting the two mixed up. Both are aimed at the younger player, both feature mine cart levels, snowy bits and leaping on foes — in fact, they are almost identical in content. However, when it comes down to the playability Infogrames' little blue blighters could have Yogi any day. Yogi bear is of the 'decidedly average' school of platforming, where no risks are taken and where no excitement is the by-product. Everything in Yogi has been seen countless times before, and it doesn't even have the playability to raise it to average. If you have a younger family member, opt for Smurfs instead it's more innovative and a damn sight more playable

GRAPHICS

62

▲ Reasonably polished at best, colourful and big sprites, but ▼ the scaling, rotating, animation, are original, and far too repetitive in backdrops.

SOUND

59

▼ Some of the worst forgotten music that I've ever heard! Would sound far more at home on Supermarket Sweep

PLAYABILITY

55

▼ Yogi's controls are sluggish and unresponsive. Some times it really seem much to play for.

LASTABILITY

50

▲ The challenge is [illegible] ▼ You'll only want to play it for about as long as it takes to work out that all the levels in the stages are almost identical.

VFM

40

▼ Your money would be far better spent, or saved, for a title with real quality and challenge!

OVERALL

51

"Oh dear we seem to have developed a crap game. Hmm, I know let's say it's for younger gamers." Sound familiar?!

1 PLAYERS

GAME TYPE
PLATFORM

PRICE IMPORT (£59)

BY SEGA

REL IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: COLLECTED
SKILL LEVELS: 5
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

LIFE BAR SCORE
FINISH IT, SORRY

ORIGIN

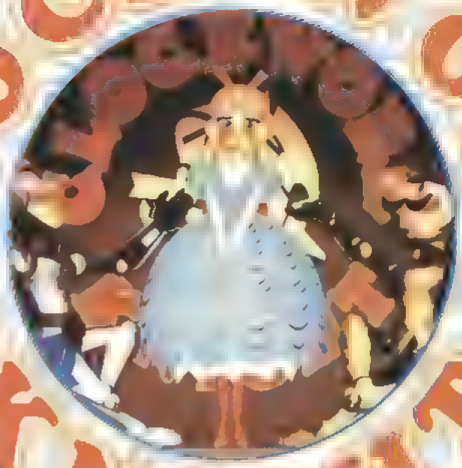
A platformer using very-textured graphics and stunning living toys.

GAME

GAME AIM

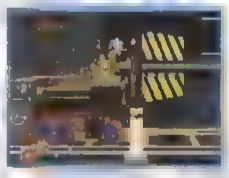
Free the Cuckoo Clock Queen from her evil kidnapper.

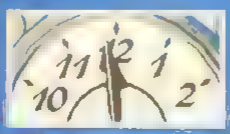
CLOCK WORK KNIGHT

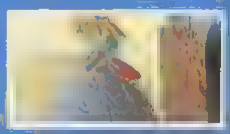


'Ting' rang the cuckoo clock as the big hand reached the twelve. A whirring from within was the only other noise to be heard, and this was followed by a smalling creaking noise as the clock's two doors parted. This was what the toys had been waiting for — the wind-up equivalent of Tarby's Palladium days. A hushed awe descended over the gathered playthings apart from the odd grunt from the spinning tops and disgruntled Master System at the back. All of a sudden, Princess Chelsea appeared from the shadows and began to sing.

Nobody knew why she sang, but because she told everybody she was a Princess it was sort of accepted. However, the singing act was supposed to be followed by a duel between a pair of clockwork knights and as Chelsea came to the end of her song, the two tinpot heroes prepared. However, no sooner had the Princess finished, than she had gone. No curtain calls, no bouquet — this just wasn't on, luvvies. She'd have to be back for the final curtain call or she'd never work in this creche again! But if a knight were to volunteer to find the dippy cow, they may just have a show after all.

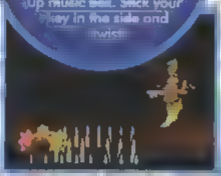






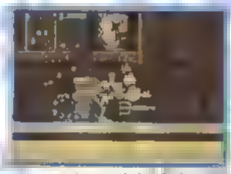
MUSIC BOX

Detours and hidden routes abound, and normality through the conduit of a spotty wind-up music box. Stick your finger in the side and twist!

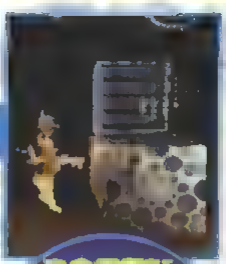


▼ There's a legoland in Denmark, didn't you know. Give me Disneyland

At last, some action. Now we must be in platform land

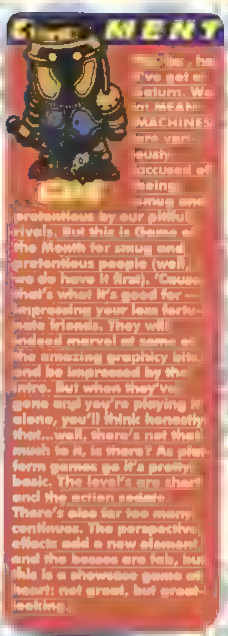


Come on baby, do the twist!



POTTY LOTTERY

The between-level sub-game is a mystifying guessing game presided over by Solwain. It's probably plain as day to Japanese readers, but the exact point is lost on us monophonics. Just cross your fingers and pick a box.



...MACHINES have very much accused of being ... and pretentious by our pitiful rivals. But this is Game of the Month for smug and pretentious people (well, we do have it first). 'Cause that's what it's good for — impressing your less fortunate friends. They will indeed marvel at some of the amazing graphicy bits, and be impressed by the intro. But when they've gone and you're playing it alone, you'll think honestly that...well, there's not that much to it, is there? As platform games go it's pretty basic. The level's are short and the action scarce. There's also far too many continues. The perspective effects add a new element, and the bosses are fab, but this is a showcase game at heart: not great, but great-looking.

ALL-SINGING ALL DANCING SERGEANT PEPPERLOUCHOU'S RAGTIME BAND!

The introduction to ... is a stunning fully-rendered ... featuring the toys. The sweet ... and the gallant antics of the knights — why, even the most cynical reviewers of our low-selling rivals may find their hearts melting.

▼ A few more consonants, Carol if you please

ROBOTS IN DISGUISE!

You have got to see the bosses! Well, you're looking at them, I suppose, but you've got to see them MOVE. Scaling is used to impressive effect as they zip in and out of the screen perspective. By far the most impressive is the Transformer robot that graces Kevin's room. In plane form he thunders overhead, before spinning his composite parts into a terrifying plastic toy!

...What can you say, you pervert, ...about the pink ... The brush horse and the rainbow ... Aristotle knew who it was, and she ...

COMMENT

STEVE

...thing to strike you about Clockwork Knight are only do they have a sense of solidity courtesy of the stunning 3D parallax, but they are also the most detailed sprites I have ever seen. All the toys look nothing short of fantastic, and the inclusion animations add to the movie quality which runs throughout the entire game. Sadly, though, the gameplay isn't as revolutionary. Fans of Mr Nutz, Aladdin et al will be instantly at home — and will also reach the end of the game in no time. Yep, behind all the fancy intros and graphics lurks a game which is a doddle to complete. If Clockwork Knight had more than the meagre four levels it contains I would have no hesitation in recommending it. However, as it stands it is a very pretty but short-lived platformer.

▲ Another smug and pretentious cup-ken from the last of Kara Mashitat.

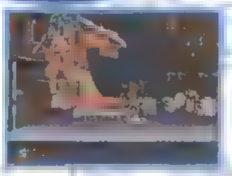
I'VE GOT THE KEY — I'VE GOT THE SECRET

Pep carries a deadly pumping key (funny, we thought it was a limply for months). Stab the foes, give it a good twist and watch them bloat and bang. There's also a few things lying around to toss at the likes of the odd-looking inhabitants, like rugby balls and springs.

YOU AT THE BACK

Up to now, parallax was the cleverest depth effect used in video games. Clockwork Knight takes it further with a complete sense of solidity to all objects, which is also used for gameplay. Nasties and obstacles hide in the background, waiting to strike.

▲ Take cover. If only NATO was so conscientious in its duties. (Art of politics)



▲ Mighty morphin' Transformer boss.

▲ When crafted tin meets moulded plastic there can only be one outcome

▲ This is the rather clever saucepan boss

HOUSE PARTY

There are four main scenic levels to the Quest, set in the mundane surroundings of a very average house:

▲ With only one shot to prove himself, Pep takes aim with his key.

KEVIN'S ROOM

Kev's pride and joy is obviously his model railway upon which you must take a perilous trip. The other boy's mainstay ego is so much in evidence moved by a giant toy crane

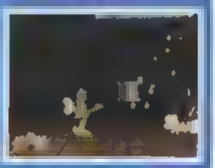
BETSY'S ROOM

The youngest kid's room, with baby toys and building blocks and lovely pink wallpaper. Dolly's houses, alarm clocks, and library books make mischief

KITCHEN

Crackin' eggs and getting it in the utens'ls - run your eyes along this attractive fully fitted kitchen. Learn new tricks with a bar of soap, a three ring hob and a wet flannel.

ATTIC



Spikes - trad'onal and obligatory malstay of platformers - finally make an appearance, along with other loft related materials. The attic location doesn't quite explain the 'French' bangers, or why they wear shades.

▲ This is where he wears the pot on his head.

▲ And this is where he goes for a ride in it.

NB

Our sources at Sega suggest that changes may be made to Clockwork Knight before it arrives on this country for the UK Saturn., difficulty-wise especially. So bear in mind this review relates only to the Japanese import version of the game.

GRA

94

What can we say? It looks frinkin' fabulous, especially the use of perspective throughout. Pepperoncheu is a great-looking game character.

SOUND

91

So that's what happened to Matt Bianco! All kinds of weird music, in fact, and we love it all, 'specially the opening number.

PLAYABIL-

87

Getting to take part in something that looks this good is gripping. The character 'feel' is nice. Every level has a novel feature.

LASTABIL-

74

You'll be shooting it off until the official Saturn launch.
▼ There isn't a vast amount of play in it.

VFM

85

At less than £50, it's cheaper than some Megadrive games.
▼ But the lastability does have a bearing on the buy.

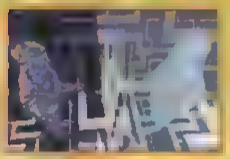
OVERALL

82

Okay, we weren't blown away, but we like it. We really like it. Not a reason to get a Saturn, but nice to have if you do.

THE LAWNMOWER MAN

Brit-funded movies usually feature old bids trundling around in Dickensian london or doing the luvvy bit with Ken and Emm. So the Lawnmower Man was a bit unusual in featuring American stars and yesterday's 'cutting edge' technology subject for the chattering classes, Virtual Reality. The film has been even more unusual for being a success through video, sell-through and the spin-off games, like this very one up for review. And Pierce has gone on to become James Bond.



— Damn, said the T1000. I've wandered into yet another cop game.

VORTICISM

A tense little section occurs when you approach a series of interlinked platforms suspended in space. A deadly opponent assumes powers of invisibility and both of you take a series of moves across the grid, your aim to not select his space.

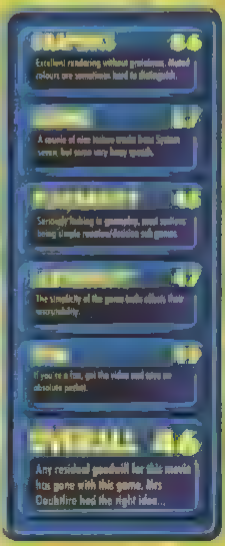
CONSONANT...VOWEL...

Jobe has cunningly defended his terminals by a series of logic puzzles. Appearing as a grid of hexagonal tiles, the player is invited to pick the odd one out from each of four tiles within the time limit.

DOMAIN OF PAIN

The intro sets the scene at the movie and game with you in the role of Angelo, once trapped within Jobe's cyber domain and now the sole agent capable of defeating him. The quality of the rendered graphics within the game is similar, but the game play is sadly only a little more interactive than the intro.

COMMENT


86
Excellent rendering without graininess, muted colours are sometimes hard to distinguish.
87
A couple of nice Indiana Jones Scene System scenes, but some very lousy speech.
85
Seriously lacking in gameplay, most sections being simple rotation/location sub games.
87
The simplicity of the game-bulls allows true playability.
89
If you're a fan, get the video and save an absolute packet.
SCROLL 86
Any residual goodwill for this movie has gone with this game. Mrs Doubtfire had the right idea...

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS

OFFICIAL UK PRODUCT

Look out! There are some stra... cats coming into the north. Silica... USA Jaguars have been imported into the UK unofficially. This leaked product... pictured for America... equipment. Look out in the UK... products... This will e... will work...

AWESOME SOFTWARE

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AMIGA 500 excellent condition, 39 games plus Wordworth 2, joysticks, 1 mouse with mat, keyboard cover, double row disk box, instructions, cost £800, sell for £325. Tel Derek 041 887 9009 plus you get 20 free blank disks.

CHEATS WANTED for F.F.A. Soccer on the Megadrive. Send to James Spencer, 1 Almond Close, Bugbrooke, Northampton, NN7 3QX.

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I WILL SWAP General Chaos for Bio Hazard Battle, Bubsy or Pitfighter. Phone Elliott on 0494 563984.

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MEGADRIVE and C.D for sale with 8 CDs and 15 carts including F.F.A. NLPHA 94, Sonic 3, NBA Jam, two 6 button joypads only £200. Andrew McAulley, 51 Hillcrest Drive, Alloa, Scotland FK10 1SD.

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MEAGDRIVE MEGA-CD including 19 games, classic disc plus 5 CDs including Final Fight CD, Silpheed, 2 six-button pads, arcade powerstick, worth over £1000 but selling for £600 not boxed but in perfect condition. Phone Peter (0707) 329850.

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TEL. NO:

MEAN YOB

Oh joy another month of banal crap for me to sift through. Personally, I'd rather come round and kick your Christmas trees over and wazz all over your turkey remnants. Still, it is just about the season of goodwill still, so I'll answer your questions with the respect you deserve. Yeah, right. If you want to send a letter for me to wipe my abscess-filled backside on, address them to: WHAT ARE 'GOR BLIMEY' TROUSERS?, MEAN YOB, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU But be careful not to cut your wrists on the edge of the paper.

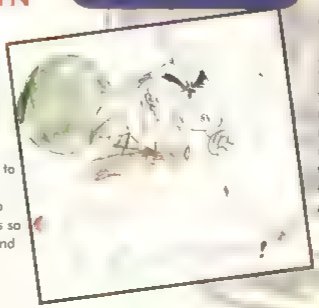
WASPS

Dear Yob
Yob, what happened to your wit and insults? You are about as funny as Jonathan Ross. So since you don't know how to insult people anymore, let me be the one to show you how, by insulting drum roll please YOU! Yob, you sweaty piece of rectum pubic hair I have seen more charm, style, and sophistication in a pig injected with tranquilisers. I bet you smell like an 81 year-old man's arse which hasn't seen bog paper since his 16th birthday Oh, and speaking of the rear end: my cat's arse looks like your nose. I bet in real life you wear a blue anorak with spectacles and sandals, carrying a packed lunch and your train spotter jotter
David Carcaron, Southport, Merseyside
YOB **Very funny, son. Bet that made you loads of friends on your 'special' outward bound holiday Give my love to the Care in the Community visitors.**

HARLEQUIN

Dear Yob
Does Darren Ellis think he's really funny? By insulting you he's cowering in his Portaloo home thinking When the men with rifles and bloodthirsty dogs go away, maybe I'll apologise to Yob' If he doesn't like my opinion, well he can skip to the next letter because he's so stupid to hate something and still read it C'mon Darren, slag me off. Anyway Yob change the image, the novelty is wearing a bit thin don't you think? Apart from that, comparing you to NMS's Seal, is like comparing a Ferrari F40 to a Skoda.
Gavin Spence, Scotland
YOB **If there's one thing I hate more than simple-minded buffoons who can barely string an insult together, it's a creep**

Grapes action from a sadly anon reader.



HULL KINGSTON ROVERS

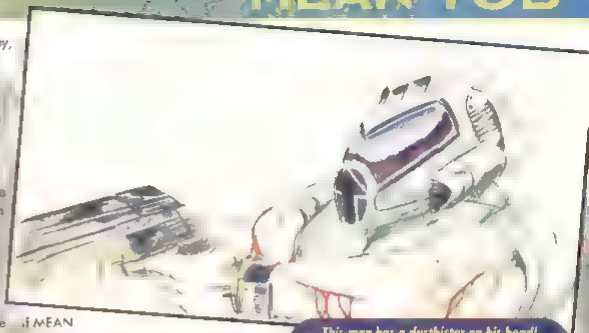
Dear Yob
Your chin looks like a baboon's bum. You are less funny than John Major That plaster covers your 'I love Mummy' tattoo. You dribble too much The people at Digitiser are poo
Rvo
YOB **Whats the matter with you, jive turkey? Too scared to use your real name in case mummy finds out? I must admit that your use of such words as "bum" and "poo" really did quite shock me. No, really. I bet you're dead hard.**

ST HELENS

Dear Yob
Everyone thinks you're so tough, you think you're the best and you think you can take on the rest. Well, I will take you on. And once I've finished with you, you'll end up in hospital. Anyway, answer these two questions.
1 Why is your hair like a turd?
2 Why is your mouth always dribbling?
When you take your armour off you look like a piece of crap.
Jordan Newton
YOB **Well, that letter's short, badly put together and boring – a bit like I'd imagine you to be in real life.**

METROPOLITAN POLICE

Dear Yob
First of all congratulations on your utterly brilliant mag. It is 100% pure exellence. Anyway to the point. I tuned into Digitiser the other day because I was off school and had nothing better to do. After reading the letters page I was totally flabbergasted because one of the dorks who probably tunes in everyday, had written in slagging off MEAN MACHINES. It was about the 'We were planning to run a series of Digitiser-style losers illustrations' reply you gave in Issue 26. He even had the cheek to call MEAN MACHINES a sad magazine. This was Digitiser's reply to his letter and I quote "If MEAN MACHINES want to start a slanging match with us then that's fine. They earn far less money than we do". They also said something about the readership figures. MEAN MACHINES 68 454 a month. Digitiser 1 34 million a week. I don't know whether they are correct. I certainly don't believe a word they say. I think they are crud. Long live MEAN MACHINES.
Michael Thompson, Chester
YOB **Well, they're sort of right, because they count every unfortunate TV surfer who accidentally flips past one page of their oracle (teletext joke) in the ratings. The sad thing is, even though their "service" is free they still can't muster a decent regular following who actually cares what they say. And we know for a fact they're on crap wages. A penny a page, that's what they get. Actually, we're bringing this Digitiser stuff to a halt now because they're horrid and call Steve a 'Fish Back'. Little do they know that next time he sees them he's going to break their button noses.**



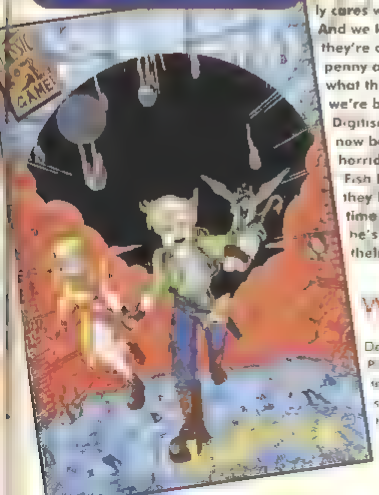
This man has a dustbister on his head! From Maast Bahnen of Holland.

in? Could you tell me the best five games on the Megadrive? My friend Rob says you can play Game Boy games on the Game Gear. Is this true? What are your best death moves and fighters on Mortal Kombat II and Super Streetfighter II? What's the best game for the Mega-CD? Is there going to be a Streetfighter title for the Master System? Have you got bored with Sonic games? And finally will Alien vs Predator come out for the Mega-CD?
Gavin Parker, Cleveland
YOB **No. Just no, right?**

THE LIONS

Dear Yob
I'm back, but this time I'm mad. Real mad. First of all, may I just say that when it comes to reviews, MEAN MACHINES is one of the most trusted magazines on the shelves. Right, down to business. I don't know if you've seen the December issue of Sega Power, but they've been saying real nasty things about MEAN MACHINES and your equally ace sister mag, Sega Magazine. Now I don't usually write in and gross on other magazines (except Digitiser, that is. But that isn't a proper magazine), but the things they've been saying are simply too scandalous to ignore. I don't know if it's a case of the green-eyed monster, but Sega Power are resorting to childish slander implying that you and Sega operate a hidden agenda when reviewing games. They even referred to Sega Mag as brown-nosing tossers! Apparently you only get the latest titles for first review because you agree to award them over 90%. Excuse me, but isn't this the same Sega Power that reviewed a 50% complete SF II way back last year? I know Sega Power has lost more than half its readers and I sympathise with them. I really do. But spreading vicious rumours about other magazines is no way to go about increasing their readership. Indeed, my advice to Sega Power on that score is: they should try producing their mag in such a way that it doesn't end up reading like a dog's arse. But enough of my moaning. Keep up the splendid work that has secured you the position of premier Sega mag and please, don't let these Sega Power types get you down.
Chris Quigley, Co Armagh, N Ireland
YOB **It's always disappointing when people resort to these sad below-the-belt tactics, but I suppose in the absence of any talent, wit or girlfriends it's the only thing they can do to attract a bit of attention. There's no way we'd sell out to a company to get a game first — we don't need to. We pride ourselves on our honesty and you only need to see Steve on the receiving end of an irate PR call to know what I mean. I feel nothing but pity for the saddos. Except hatred.**

A blast from the recent past from Kirsty Ye No of Holland.



WIDNES

Dear Yob
Please please print this letter. Do you send back pictures that people send

This magazine comes out four days after Christmas. By this time, you have unwrapped your pressies, taken the crap ones back and changed them for something nice, broken everything, and worn your parents out with constant unreasonable demands. Great isn't it! Now all that's left to do is wait until they've had too much falling down juice on New Year's Eve, before going into their room at, say, five in the morning and waking them up happy new year and offering them a game of Micro Machines 2. Instant chuckles, and no doubt followed by letters saying 'Dear Steve, what is a good way to remove swelling from my ear and nose...' These and othersuch questions will then be answered by our resident David Platt/ Marc Almond/ cow [illegible] lookalike in response to letters sent in.

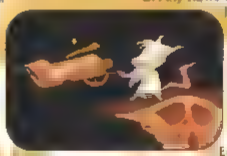
**DOMINATION OF THE GRAPENUTS Q&A,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU**

AGAIN

Dear Steve
Please answer my questions on a variety of subjects
1 When will these games be out for the Megadrive Sensible World Of Soccer, Megaman and Street Racer?
2 As you review games using everyones' views, what do you personally think of Dynamite Headdy? I think it's crap
3 Why don't you do a competition where the prize is to go and watch those four good looking girls, Eternal?
4 Why are Eternal So Good'?
5 Why can't I have Easther Louise and Kelly out of Eternal?
6 Will there be a game with Eternal in it? How about Eternal Champions II?
7 Will there be a game about the hit TV comedy series, Bottom?
Chris Wand, Wigan
STEVE:1. Not until the end of 1995, February, and July. 2. I think it's cool. A little weird, but cool. Still, each to their own. 3. Jeez... 4. They aren't. They are nothing but a specially-manufactured band of girls designed to eke out your sordid little fantasies using pathetically inept tunes and crap dances. 5. Because they obviously have more sense than you. Try Sinitta, I bet she isn't busy at the moment what with Panto season over. 6. How about 'Get A Life, Saddo'? 7. No, but there is a game based on Rising Damp on the cards.

TOO SOON

Dear Steve
I am the proud owner of a Megadrive and a Mega-CD and was wondering if you would please answer a few questions for me
1 Will the Saturn be compatible with 32X cart games, and will CD-based 32X games work for the Saturn?
2 I heard in another mag (no names mentioned) that Daytona is coming out for the 32X. Is this true?
3 Do you think the Ultra 64 is any cop?
4 With Sega becoming a major shareholder in Atari, do you think games like Alien Vs Predator will come out for the Saturn and 32X and Saturn games like Clockwork Knight for the Jaguar?
5 The other day I was in a computer shop and I saw two consoles which I had never heard of before. They were called the Scorpion 8 and the Scorpion 16, and the guy in the shop said the Scorpion 16 was a system which could run any Megadrive game from any country. It cost £69.99 and I was wondering if you had heard of such a console and whether it was a licensed Sega product
Dave Yeadon, West Yorkshire
STEVE:1. Nope, not a chance. 2. No, they're talking shite. Again. 3. As it isn't out yet do you really think I'm going to comment? 4. Nope. 5. It's obviously an illegal import, and don't you think it would have a Sega logo on it if it were a genuine machine of theirs?



WITH ME

Dear Steve
I think your mag is excellent Please answer my questions
1. Can you play normal Megadrive games through a 32X?
2 I already have FIFA, shall I get FIFA 95?
3 What games are coming out for the 32X?
4. How much will they cost?
Alan Molyneux, Southend-On-Sea
STEVE:1. Yessirree. 2 Only if you're completely FIFA mental. 3. Space Harrier, Afterburner, Cosmic Carnage, a version of Street Fighter: The Movie, Mortal Kombat II, NBA Jam Tournament Edition. Enough for now? 4. Between £40 and £70 depending on cart size

AND GET IT

Dear Steve,
I hope you and your amazing brain can answer my very simple questions
1. Mars and Megadrive 32X - are they the same thing?
2. Any news on Street Fighter III? New characters, the price or its format, for example?
3 How much money do you make each month selling MEAN MACHINES?
4 Can we have an Earthworm Jim or SSFII poster please?
5 Can you please list these games in order of greatness as I don't know which one to ask for SSFII (I already own the Championship Edition), MKII Urban Strike, Streets Of Rage 3 Theme Park, Sonic And Knuckles
J Mycock, Brentwood
STEVE:1. No, the first is a piece of confectionery which, if inserted into your Megadrive, will melt. 2. Nope, no news at all. 3. Enough to keep me in cans of Coke and Bounties. 4. Possibly. 5. MKII, Urban, Sonic And Knuckles, SSFII, SOR3. Theme Park isn't out yet. By the way, your first name isn't Justin by any chance is it. I hope so.

NOW

Dear Steve,
Please, please solve this rather long query. I was using the test mode in MKII and used the 'No Damage, Player One' mode. I got to the last boss and I killed him. Then it told me I was going to the Outworld and had to fight him again. As soon as the round started though, he started to smoke and I couldn't touch him or kill him. Then the time ran out and it was 'Game Over'. Please tell me what happened.
Andrew Ames, South Shields
STEVE: Basically, when a game's cheat mode is operated it often interferes with the code. This causes anomalies like the one you experienced. Alternatively, it could be Kahn's attempt to take over your house. Is your mum acting normally at the moment...

AROUND

Dear Steve
Would you please answer these questions for me before I go mad.
1. Will Adam be in Streets Of Rage 4 and if not why not?
2. In FIFA 95 who would you say is best between West Ham and Aston Villa?
3. I was bent on buying FIFA 95 as I'm a bit of a FIFA nut. Then I saw your review of Rugby World Cup and it looked brilliant. Which one do you think I should buy?
4. What is your favourite Tennis game for the Megadrive?
5. How many levels are there in Earthworm Jim?
6. What is the worst platform game you have played?
7. Please put these in order from best to worst: Lion King, Jimmy White Snooker, Mickey Mania, Animaniacs, FIFA 95, Ecco 2 and Urban Strike.
8. Which is your favourite fatality in MKII?
Ciaran McCartney, Belfast
STEVE: 1. There's nothing to see on SOR4 yet so I can't tell you. 2. West Ham — purely because I support them. If only they had a fat, bald Julian Dicks sprite that kicked people in, though... 3. Be a devil. Go for Rugby. 4. Pete Sampras Tennis. Just because of his nice hair. 5. Thirteen. 6. EA's Dark Castle. So bad it's unbelievable. 7. Jimmy, Urban, FIFA, Ecco 2, Mickey, Animaniacs, Lion King. 8. Tsung's Kintaro morph.

INTO MY LAIR

Dear Steve
Would you please answer my following questions.
1. Do you think the Playstation is any good?
2. What is your favourite arcade game?
3. My friend says Virtua Racing is better than Daytona. Please tell him he's sad.
4. When will PGA Tour 3 be released?
Kevin Thomson, Ayr
STEVE: 1. Yep. 2. Daytona. 3. Kevin's friend: you are sadder than an episode of Supermarket Sweep. Sooty And Sweep, for that matter. 4. It's out now.

SEE MY PUPPIES

Dear Steve,
Please answer these few questions for me.
1. Which do you think is best out of FIFA 95 and Micro Machines 2?
2. Do you have to have Sonic 2 or 3 to make Sonic And Knuckles to work?
3. Does the Mega-CD 2 play music CDs?
4. Will Virtua Fighters appear for the Megadrive? If so when?
5. In your opinion, what is the best game on the Megadrive?
G. Hunter, Hartlepool
STEVE: 1. Well it depends if you like driving or soccer games really, doesn't it? 2. Nope. 3. Yes. And the guitar. 4. Nope. Never. 5. Mega Bomberman and MKII light my lemon.

DANCING

Dear Steve
We're not gonna creep [illegible] cos we reckon your mag is shite (only joking, but it makes a change from slimy gits who creep to you). Now here's our questions.
1. What order would you place the following Mega-CD games in: Battlecorps, Novastorm, Rebel Assault, Soulstar, Starblade?
2. Where is Loadstar likely to fit into the last question?
3. Which is the better game: Sonic And Knuckles or Sonic CD (I already have Sonic 1)?
4. Is a converter between the Saturn and 32X and vice-versa likely?
5. Can remote control pads be used on Multi-Taps and J-Carts to play simultaneously on remote control?
6. What certificate will 32X Doom have?
7. Will FIFA or Sensi appear on the 32X?
8. We have heard that there will be a Street Fighter III game where Ken and Ryu are still in it, but up against new characters. Is this true?
9. Does Generations Lost match up to the standard of the impressive Flashback?
10. Who saw fit to call them Munchies?
David Lister, Arnold J. Rimmer, The Cat, and Kryten, Red Dwarf
PS. I'm going to eat you little purple fishy.
STEVE: 1. Battlecorps, Rebel, Soulstar, Starblade, Novastorm. 2. Between Novastorm and Starblade. 3. S&K. 4. Nope, nope and thrice nope. 5. No. 6. Surprisingly, no. 7. No. 8. Nope. 9. Not even close. It's more like the X-Men. 10. Cadbury's. Still, it was a good enough name for a Cat biscuit.
PS: Sod off.

Right enough's enough. I'm off to [illegible] in Nintendo mag's coffee cups to see if they'll notice. I call it 'Golden Blend'. And it smells of Sugar Puffs.

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NEXT MONTH

MEAN MACHINES SEGA

OLD BORE'S ALMANAC

Gather ye round as great things be planned for the forthcoming 365 days. Readeth thee these premonitions and ticketh them offeth as and when they happen. This day we shall concentrateth on the first month of the year.

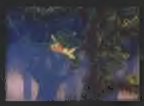
JANUARY: Starting with a sick feeling in the pit of your stomach, and a carpet infested with green needles, you shalleth stumble across a fine, fine tome before old Father Time has exited. And, lo, this magazine shall containeth great visions of the future. For instance, as Saturn comes into England, it brings with it a feast of new adventures including Shinobi X, Victory Goal and news of more additions to its massive family. Similarly, an exciting time ahead awaits anything with the words 'Mega' and 'Drive' in its title as Superbikes are on their way, and the biggest game of the year are unveiled in a way guaranteed to excite and turn people toiling in Bournemouth a livid green colour — but only until their toil ends in the barren summer months...

Even Game Gear owners are catered for, but the outlook for Mastery Systemed people is sadly bleak, but the fine tome in question will no doubt brighten up their lives with reviews of whatever can be mustered. Following on from these great times we can also predict help for lost travellers in a number of Christmas titles, and more news on coming months.

The name of this said tome is one MEAN MACHINES SEGA, and you can foresee the future, too — just buy a copy when it comes out on January 30th. It makes Mystic Meg look like a daft bint in a tea towel.

PITFALL

THE MAYAN ADVENTURE



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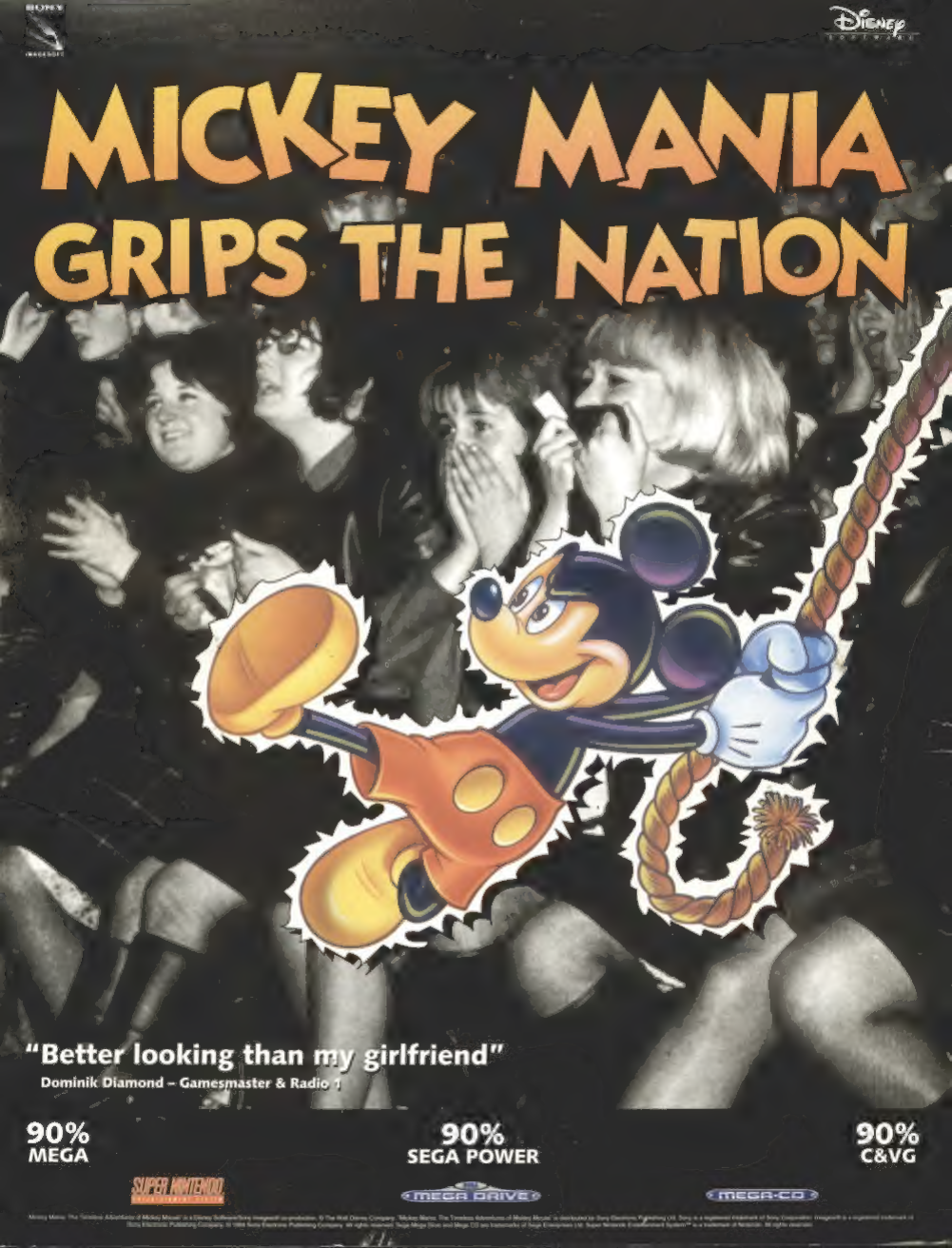
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